

Europa 1400

The Guild



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1) Technical section

System requirements

To play “THE GUILD”, your computer must fulfill the following minimum system requirements:

- OS: Windows 98/ME/2000/XP
- Memory: 64MB Ram
- CPU Speed: Pentium II 400 MHz
- Video: NVIDIA GeForce 2 MX/ATI Radeon 8500
- Video Ram: 32MB RAM
- Hard Drive: 1.5 GB free
- Sound card: Direct X 9.0 compatible sound card
- Direct X 9.0 or better
- Disc Drive: CD-ROM drive

“THE GUILD“ will appear in more detail, the higher the performance of your PC.

However,

“THE GUILD“ offers just the same game options in any configuration! If you have a slower

PC, do not be afraid to lower various graphics settings. This will not detract from your enjoyment of the game. On the contrary, the game will run more fluently, allowing you to celebrate your success all the more quickly...

INSTALLING

Insert the “THE GUILD“ CD-ROM into your CD-ROM drive. If the “Autorun” function is enabled for your drive, the set-up program will start automatically. Otherwise, you will have

to start the installation program manually. To do this, double click on the “My Computer” icon on your Desktop and then on your CD-ROM drive. Double click on either the “autorun.exe” or “setup.exe” icon. The start menu will open. Click on the “Install” button and follow the on-screen instructions.

UNINSTALLING

You can uninstall “THE GUILD“ at any time, either by going to “Programs” in the Start Menu on your Desktop and then to “The Guild”, or through the Add / Remove Programs option in the Windows Control Panel.

2) Background

2.1) The Story

The “golden age of discovery and free spirit”, as the late Middle Ages in Europe is known by its contemporaries, is the era of free-thinkers and merchants.

With the nobility in dire financial straits, due to their penchant for extravagance and ongoing, expensive feuds, some wealthy towns are seizing the moment to pay a high ransom in return for increased privileges from their rulers, and occasionally even from the Emperor. Their goal is to achieve wealth and power based on the philosophy of a free middle class, albeit one that rules over others. This is the dawn of the free towns...

Under the administration of the middle class and the merchants, the towns begin to flourish. Trade blossoms and certain citizens acquire increasing power and influence. The era also sees the laying of the foundation stones of double-entry bookkeeping thanks to the Medicis, which, for the first time, allowed a precise calculation and listing of all available financial resources according to debit and credit. This in turn led to the creation of the first genuinely large business houses, those of the Fuggers and Welsers. Thus, more and more people flee the estates of the noble families and head for the free towns, to exchange the burden of servitude for the liberty of the town air and to have the opportunity of starting a new life.

However, the town is not merely a place that promises hope of the prosperity for which everybody strives. Again and again, fatal epidemics run rampant, thieves and cutthroats lie in wait for their loot, and craftsmen and merchants compete mercilessly at the expense of the ordinary town-dweller.

There is also a steady supply of predators in the nobility, who are envious of the towns' hard earned wealth and waste no time in occupying some castle ruins near the town, from where they can spread fear and terror amongst the traders ...

You arrive in a major town to make your fortune. Whether as an honest trader or a robber baron – the choice is yours. Experience the closing era of the Middle Ages, live a rich life of trading, avarice and intrigues from 1400 to 1600.

2.2) The Diary of John Merryman

17. XII. 1399

After a long journey, I arrived in London late in the evening and went straight to the crooked and crumbling house of my sick uncle.

Tomorrow, my aunt will show me the smithy I am to take over – my uncle has become so ill that he can barely get out of bed.

I hope I will prove to have sufficient skills in this handicraft, and that my short supply of money does not run out too quickly. At least I can be sure of one thing: I shall work conscientiously and hard until I become a respected and prosperous citizen of this town.

29. XII. 1399

Today, my uncle died – God rest his soul.

Gone are the nights we would spend sat in front of the small stone stove, talking about life in the town, work and home ... he would have loved to visit our village one more time and talked things through with father, but instead he has gone to his final resting place in London's graveyard.

My aunt will be welcome to live in the house until the day she dies. That I swore to my uncle, and so shall it be.

And each year on his birthday in February, I shall light a candle for my uncle, so that he knows I have not forgotten him.

I am slowly beginning to miss my family and my home. The town is so strange to me, so incredibly large and full of strange people. But I cannot go back, because I left my family

just as my uncle did over thirty years ago. No, I cannot go back – the town is my home now. Things are going quite well at the smithy. The apprentice smith, Joshua, is a virtuous boy with more than enough strength, but not an abundance of brains.

But before that, the apprentice can make some fittings. There is enough iron left in the storeroom for that.

In the evening, when my day's work is done, I will visit an experienced master craftsman to improve my skills as a blacksmith – it would be more than foolish of me to while away my free time without learning anything new...

Then, if there is still time, I will go to the local tavern to make myself known and talked about a little. Perhaps there will be a good dice game there – oh, how I love a good dice game.

14. III. 1400

Fortune has smiled upon me: The fittings that the apprentice Joshua made, brought in a tidy sum at the market. I bought in some new iron straight away with the money, so that the apprentice has enough material available next time. Fittings seem to be a product in great demand at the moment ... I hope it stays that way.

Today and over the next few days, I will visit a master merchant to learn the art of negotiation. A good talent for negotiation will be of great use to me in buying and selling. Now, I am going to have a look round ...

In the evening, I went to the tavern again. There was a pretty maiden there – I think she is a scent mixer or something – who gave me a brief, enchanting glance. Ah ... if only I had more money, I could buy one of those wonderful poems written in the scriptorium of the church opposite, and give it to her as a gift.

Unfortunately, my business must come before my loneliness at the moment.

3. VI. 1400

I was right again. The fittings sold out in no time. I did not even have to take them to the market, because people came to my smithy to buy them straight from the storeroom ... if things go on like this, I will soon be able to employ another apprentice and produce even more.

I sent the cart to the market to fetch even more iron, but there was none left. The other blacksmith, Albert, has taken the entire supply, as well as my idea of making fittings.

I was left with no option other than to send my cart directly to the mine where I could buy as much iron as I needed. Fortunately, it was not set upon by robbers, as has happened to other citizens who have sent one of their carts out of town.

However, since I had to drastically reduce the price of the fittings – although at least I made plenty of them – I decided upon a change of product: rapiers! It strikes me that the town is lacking a good armourer. So I will fill this position – so long as it pays well.

Besides, I must have sufficient fittings in the storeroom to make them into rapiers with the addition of some iron. So I sent the cart to the market again to buy a few fittings before sunset with the last of my funds.

I will just have to hope that the rapiers sell equally well, otherwise I will have to go to the money lender to take out some credit.

But I'm a good soul, and my luck has never deserted me before now.

11. X. 1400

Hurrah, it worked! The rapiers have brought in so much money, that I can purchase sufficient iron and fittings again. And I can finally make some improvements to my smithy. I have also had a portal built onto my house. Soon, I will be respected and I will no longer have to spend my free time having obsequious conversations with customers.

I am slowly beginning to think that I would like to manufacture a new product in the smithy – I have silver rings in mind, because they are particularly in demand with the wealthy citizens. Moreover, I have been told that wearing such a ring earns recognition from minor officials.

Oh well! I will just have to bring in more money.

That is why tomorrow, I will be taking on another apprentice. With two of them, the smithy can produce twice as many swords. (The term “rapier” is not so widely used here in the town.)

Alas, success alone does not make one happy. I cannot stop thinking about the pretty scent mixer, the way she looks at me timidly with her beautiful eyes and then lowers her gaze and looks away ... I simply must see her again.

At least I have been able to discover her name, Anna-Marie.

2. XII. 1400

Oh dear, my apprentice, Joshua, has burned his hand on a drop of glowing iron whilst he was melting it... I should not have been so careless and will buy an apron immediately. But now Joshua is injured and can only produce half the amount of rapiers per day that he could when he was in full health. I will have to pay for some improvements to my smithy and soon, to reduce the danger of accidents.

I will buy an apron tomorrow to improve my smithy and make sure this never happens again!

There was utter chaos in the town today: A fire broke out unexpectedly in the town councillor Jasper's joiner's, destroying most of the furnishings and fittings; the town councillor's employees escaped in terror. There have been rumours since, that it was an attack ...

However, councillor Jasper is blaming the master smith, Albert, my competitor for the alleged attack, who in turn, has challenged the councillor so as not to lose face. The duel is due to take place in summer of the year 1401.

I only hope that I have made no enemies in the town, because I am slowly beginning to realise that enmity with a wealthy citizen would spell the end for my smithy.

To be safe, I have asked a boy to keep watch on the master smith, Albert, for the next few days – perhaps he is planning an attack on me as well ...

4. III. 1401

Taxes have been raised. Damn! Just when my finances were getting into some sort of order, the greedy powers that be of the town hold out their hands.

At least they have offered to award me civic rights. Or were they just thinking about the 500 coins I would have to pay, even if they were the last few coins in my money box? Upon my soul!

At least now I have sufficient money to pay for some long overdue repairs to my cart. Then I can send it back to the market to turn my stock of silver rings into money.

If I have time, I will send the cart out one more time; this time to sell the three rapiers from my storeroom. Then I should have enough money to replenish my storeroom with raw materials and equip my smithy with a water tub and a large pair of smith's tongs. Oh – and to pay my taxes ...

Unfortunately, the observation of my competitor did not bring forth any useful information. And since my money is slowly running out, I can not afford to send my spy out again on the master smith's trail ...

21. VII. 1401

The lean spell appears to be over!

My smithy is now very well equipped, the storerooms are full and the apprentices are

producing enough fittings, silver rings and rapiers to be able to sell them for a tidy profit at the market. Now all I am lacking is a larger cart, so that I can always take two different lots of goods to the market. But I will soon be able to afford that as well.

I heard that the duel of honour took place yesterday morning between councillor Jasper and the master smith, Albert. The master smith was seriously injured – but he will survive. Nothing has changed in my love-life.

However, that is set to change, for I have decided that my business seems to be progressing sufficiently well to court the beautiful Anna-Marie...even if it takes years before she finally says “YES” to me! I will do anything to win this beautiful woman's heart!

I have also resolved to acquire civic rights in the next two years. Then I will be able to apply for an office in the town. Who knows, I should surely be granted privileges; so my uncle once told me.

7. X. 1401

A spiteful, envious person has carried out a shameful attack on my smithy today: A revolting little “stink bomb” – though it smelt like an enormous one – placed behind a shelf drove one of my apprentices out of the workshop. I cannot say exactly who did this, but he achieved his aim, because I have lost a lot of money by missing out on work.

However, I will not be pushed around any longer – I shall strike back!

I have created a back room at my house, from where I can plan an attack on my competitor, Albert the master smith. This will enable me to seize an advantage for my business and earn more money.

Things are going very well with my courtship of the beautiful Anna-Marie. But I suspect that I have a rival for her affection – I can only hope that he does not buy her too many gifts, for most women are increasingly impressed by money these days. We shall see ...

2.3) The Principle of “THE GUILD”

“THE GUILD” is a round-based economy simulation and a 3D real time strategy game with a host of role play elements rolled into one. And it is most certainly a life simulation! However, the most fascinating thing about the “THE GUILD” is that you can and must create an entire family dynasty if you want to continue the game with your character's children, rather than see it come to an abrupt end when your character dies. This is a complex and painstakingly detailed micro-simulation, where every individual inhabitant in the town thinks and acts independently. We hope you will enjoy it...

But beware! Your competitors – be they human game players in a network game or computer controlled characters – will be trying to make life as difficult for you as possible. And they, and you of course, have countless ways available in which to do this: Politics, sabotage, plots, etc.

You – the player – do not only create a character, with whom you start the game in early 1400 in one of five towns, but you create an entire world. Whether as a craftsman, priest or landlord of a tavern, immerse yourself in the life of a completely simulated Middle Age town!

The inhabitants go to work every morning, complain when they are poorly paid, enjoy themselves in the public house in the evenings, and each have their own, quite individual aims. In the towns, the four seasons are completely simulated with rain, storms, snow, and their effects. So think carefully about whether you want to set fire to a competitor's house in the middle of autumn – it might rain.

However, the citizens of the town are not only “united” in enmity, you are also sure to make friends whom you can meet for a regular drink in the tavern, and who will vote for you to be awarded that office of building master you have applied for.

4HEAD Studios would like to wish you the best of luck and many hours of pleasure!

3) Main menu

You can call up this menu during the game by pressing the “Esc” key. Only the “New Game” option will be unavailable at this time.

New game

This option allows you start a new game. You can read about your options in more detail in The Game Begins.

Load game

To load a saved game, simply left click on the name or picture of the desired game. The picture next to the name shows the game situation you were in when you saved the game. This will help you to navigate more quickly around your saved games. Press the Load button to load the desired game. If you are already playing a game, you will have to confirm the load request.

Save game

This option only appears when you access the Main Menu from a game in progress using the “Esc” key.

Games in “THE GUILD” may be saved manually in one of two ways. Your game is also automatically saved at the beginning over every new round (year) using Autosave. You can load your game at this point if you should ever have a particularly bad year. Simply load the Autosaved game before the year the current year has ended.

You can save your current game in “THE GUILD” as follows:

- “Esc” – Save: If you click on the “Save Game” menu option, you can click on a game and give it its own name. Now press the “Enter” key and the game is saved.
- If you press the “Q” key during play, the game will be saved using Quicksave.
- The game is automatically saved using Autosave at the beginning of each round (year).

Whenever the game is saved, a small screenshot is taken and displayed with the date and time.

Tutorial (Introduction game)

This option only appears when there is no game in progress – i.e. at the start of a game, or when you quit a game and return to the main menu.

The Tutorial should quickly help you to understand how to play the game and take your first steps. It is made up of five consecutive chapters, each of which deal with specific aspects of the game. In each chapter, you must complete certain assignments in order to progress to the next stage.

The chapters are:

- Controls & Panel
- Tour of the Town
- Production & Trade
- Building Options & Improvements
- Careers & Politics

You can select and deselect each chapter using the left mouse button. When you start the tutorial, you will only play the chapters you have selected.

Game options

The Game Options allow you to set the general game speed, with which the rounds progress in real time, the mouse speed and the speed of the camera panning, individually and according to your own preference. There are also further options.

Graphics options

The Graphics Options allow you to adjust the on-screen appearance of “THE GUILD” to suit your own preference as well as the performance of your PC. The following settings may be adjusted by slider :

- **Screen resolution:** This option is only available when there is no game in progress. If you have a game in progress, you will have to “Exit” it. You can only set / alter the
 - 800 x 600
 - 1024 x 768
 - 1152 x 864modes in the Start Menu.

- **Building detail:** A higher setting results in more attractive buildings in the game with more shape than the buildings when the game is played at a lower setting.
- **Terrain detail:** The higher this option is set, the finer the resolution of the landscape. Take note! You can increase the speed of the game significantly in some circumstances when you have this option on a low setting.
- **Terrain Mipmapping:** If you activate this option, the landscape in the game appears “softer”. Whether you leave this option active or deactivate it is a matter of personal preference. This option has little effect on the game speed. However, it may be advisable to switch off this option on slower computers.
- **Texture resolution:** The higher this option is set, the more attractive the textures in the game. However, to use the finest textures, you will need a 32 MB graphics card!
- **Shadows:** With the lowest option setting, the shadows are switched off. With the highest setting, the shadows are of very fine quality, but take a lot of time to load.
- **View distance:** The further right this option is set, the deeper you can see into the 3D landscape. It looks prettier, but takes a lot longer to load. Reducing the range by 10% will often significantly increase the fluency of the game.
- **Camera freedom:** When this option is on a low setting, you can still only move the camera from left to right by pressing the left and right mouse buttons simultaneously; the zoom is not available. We particularly recommend this setting for slow PCs. With the highest setting, you have almost complete freedom of movement.

Sound options

The Sound Options allow you to set the general volume of the game, as well as the volume for sound effects, music and speech individually.

End / exit game

Selecting this menu option will either end the current game or exit the program.

4) The Game begins

4.1) General options

Firstly, you must establish a few general conditions for your game.

Town selection

First of all, you can determine the town in which your game will take place. Click on one of the little flags on the map and the selected town will appear on the parchment. You have a choice of the following towns: Berlin, London, Madrid, Milan and Paris. The towns differ from each other in their construction, population and historical events.



When you have made your selection, click on the continue button.

Level of difficulty

At the start of each new game, you can determine the level of difficulty. "Normal" guarantees a balanced game. With "very hard", you will have to work harder for your money, purchase prices rise considerably and you will start to come across unpleasant surprises after just a few rounds – initiated by aggressive.

Historical news

Here, you can select the history mode for your game. Historical events are always displayed at the end of a year (round).

The following modes are available for selection:

- **Actual history**
In this mode, the most important historical facts are displayed, relating to your selected town and Europe as a whole.
- **Without history**
In this mode, you are not informed of any historical events, allowing you to concentrate fully on the development of your character.

Assignments

In this menu, you can establish whether you would like to go freely about your game, or whether you would like to complete assignments. You can choose from the following assignment modes:

- **Free game**
A free game can run until the year 1600, or beyond if you so wish. But do not be surprised if in 2002 all of the town's buildings still look like they are from the Middle Ages. In any case, the game may not progress this far due to economic downturn in the town. In this game mode, there are no assignments to complete which could end the game prematurely.
- **Very easy assignments**
These assignments are designed for beginners and can be completed in 2 to 4 hours. However, if you are completely new to "THE GUILD", even a very easy assignment can keep you busy for a whole day.
- **Easy assignments**
Easy assignments can generally be completed quite quickly. An assignment in this category might consist of earning a certain sum of money. These will take between 4 and 8 hours.

Medium assignments

Medium assignments pose a considerably higher degree of difficulty than easy assignments. An experienced player would take some 40 years of game time to complete one of these assignments, or between 8 and 16 hours of playing time.

Hard assignments

Only seasoned professionals should attempt a hard assignment. Sometimes a lifetime is barely long enough to complete one of these assignments, so give plenty of thought to your successor. One of these assignments can keep you quite busy for 2 or 3 days.

Very hard assignments

Even we, the makers of "THE GUILD", can not conquer these assignments sometimes. They will take between a few days and a week to complete. Look after your family and train your children! For you will rarely complete one of these assignments in a generation.

And don't forget your own family and friends in real life!

4.2) Character generation

Finally, you can create your character with whom you begin the game. This person will be the "forebear" of the dynasty you create throughout the course of the game. The characteristics of your protagonist will determine the means and manner with which you start the game. Do you want to be an honest trader? Fine. But you also have the option of conferring "talents" upon your character, which will be of advantage in more underhand dealings. Whatever your choice, your character will undergo countless experiences and developments as the game progresses.

Personal details

First of all, you must choose a First name, Surname, Gender, Faith (catholic, catharic, later protestant) and Coat of arms for your character. Neither your faith nor your gender have any positive or negative influence on the game. For the purposes of enjoyment of the game, a female character may also immediately become a priest or bishop, even if this would be quite unimaginable in 1400.

This promotes game play enjoyment and equality. We understand if you consider this unrealistic. However, should you find this difficult to accept or tolerate, we would remind you that "THE GUILD" is a game. We would also add that we are of the opinion that every occupation and office should be open to all, irrespective of gender and origin!

Parents

Here you can decide if you want to choose your character's parents for yourself, or whether you want the computer to do this for you.

- Choose your heritage



If you have decided to choose your character's parents yourself, a village scene opens, in which you can firstly choose your father from five candidates (thief, craftsman, priest, trader and mercenary), followed by your mother from four candidates (trader, poet, craftsman and thief).

Once you have selected your parents, this gives your character a basic orientation in terms of his occupation. He may be inclined towards life at the market, or he may be more eloquent. Finally, you are given some talent points that you may divide between your talents at your own discretion. (See also 6.2 Talents)

- Automatic

If you select this option, your character's parents – as well as his talent ratings – are determined by the computer. The range of talents your character has at the beginning of the game depends exclusively on the automatic choice of occupation.

Select occupation

Now you can select your character's occupation. There is a choice of: Blacksmith, Joiner, Stone Mason, Alchemist, Perfumer, Landlord, Thief and Preacher. The choice of occupation will establish your character's field of work at the beginning of the game. However, later in the game, further occupations will be open to you to learn through your privilege "Occupation" / "Change of Occupation".

5) Game controls

5.1) General menu guidance

You navigate around all menus in "THE GUILD" using the mouse, selecting the desired menu item by moving the cursor over a button or phrase and activating the function with a left click. In some cases, this will open another menu with further options.

To exit a menu in "THE GUILD", simply click the right mouse button. The exception to this is the Main Menu, where you must click on "Exit" to exit "THE GUILD".

In some menus in "THE GUILD" you can make adjustments that must be verified with the "Confirm", or "OK" buttons or similar options, in order for these to become effective. Should you be unhappy with your alterations, you can restore the previous settings by leaving the menu by clicking on the "Cancel" button, or by clicking the right mouse button.

Keyboard input

You are only required to input details with the keyboards at two stages in the game.

1. At the beginning of the game, you must enter your first name (or a pseudonym) followed by your surname. The names that you enter will be your character's name in "THE GUILD" from now on. Help him and yourself to achieve fame and standing!
2. If you have successfully courted a bride (or a groom if you are female), you (or your wife) will have children after a while. This event is portrayed in a game scene, after which you must give your child a name.

Sliders

Some menus allow you to make adjustments using a slider. To do this, either click with the left mouse button on the desired point on the scales, or hold down the left mouse button on the blue dot and move it by hand into the desired position.

The further right you move a slider, the higher the setting becomes. Conversely, the setting becomes lower, the further left you slide the dot.

Scrolling

Some menus, as well as parchment scrolls, have a small arrowhead in the bottom right corner. These allow you to scroll up and down to display the entire menu content.

If your mouse has a mouse wheel, this can also be used to scroll through the menus or parchment scrolls.

5.2) Navigating, entering figures, entering words

You can generally navigate your way throughout "THE GUILD" with the mouse, as already mentioned. You select something with the left mouse button (menu items, buildings, objects, characters, etc.) and deselect it with the right mouse button.

Town view

This view gives you a bird's eye view of the town. There are three ways in which you can set the camera in **(a) motion**. Either move the mouse cursor in the desired direction to the edge of the screen and the camera will move in this direction, or hold down the right mouse button hold down the right mouse button and you now have complete control over the movement of the camera.

Give it a try

Hold down the right mouse button and move the mouse over the town. See!? It's that easy. Finally, if you prefer keyboard control, you can use the arrow keys to navigate.

To change the **(b) perspective and orientation** of the camera, simply hold down both mouse buttons simultaneously. If you move the mouse backwards, the camera draws away from the buildings and adopts a more elevated position. If you move the mouse forwards, the camera zooms in and adopts a lower perspective.

If you move the mouse left and right – still whilst holding down both mouse buttons – you can control the camera's orientation freely. Move the mouse (with both buttons held down) to the left and the field of view turns to the left. Naturally, the opposite happens if you move the mouse to the right. You can set the camera's freedom of movement in the Graphic Options under "Camera restriction".

If you hold down the left mouse button on a building, the camera will (c) zoom in on the building, so that you can look at it more closely.

The mouse wheel

In 3D View, you can zoom in and out about the town using the mouse wheel. In the Production Menu and Transport Menu, you can scroll up and down through your goods and carts. You can also scroll up and down through the text in balance sheets, poems, historical news and some of the other menus. In these cases, there will also usually be 2 small horizontal or vertical arrow symbols in the menu.

Entering / leaving buildings

When you are in Town view and select a building with the left mouse button, the mouse cursor will turn into a door handle for as long as it remains over the selected building. (The panel on the right allows you to select new options and display information on the building...) If you now click on the building again, you can enter it – this does not work, however, with other people's residences. Of course, you are able to enter other people's businesses during opening hours – you may be able to pick up some items that you need...

To leave a building, simply click the right mouse button.

Interior rooms

Inside buildings, the camera is generally restricted to pre-set panning movements – and in other people's workshops, there is only one camera option: to look at the goods on sale for this business.

When you have entered a building, gold arrows appear at the four edges of the screen, pointing in all four directions. These arrows indicate that you can "swing" the current screen. Move the mouse to the edge of the screen, and the camera automatically pans into a pre-set position.

If you move the mouse over certain objects in a room, the cursor changes into a golden

symbol or a Help message appears at the cursor. These messages indicate measures that you may wish to take by clicking the left mouse button. If you press the “**Ctrl**” key when you are in a room, all available measures in your direct field of view will be displayed.

Changing rooms

When you are inside buildings, you can switch back and forth between the rooms in two ways. One way is to left click on the relevant door, the other is via the floor plan beneath the clock.

A right click on the mouse (RC) will always exit the current interior room, and you will find yourself back above the town.

Receiving information

When you move the mouse cursor over a building, object, character, or option in 3D view (Town view, interior rooms and businesses in the surrounding area), a brief explanation appears underneath the mouse cursor (name or description).

Tool tip system / The right mouse button

If you hold down the right mouse button, you will receive information about the object that the mouse cursor is pointing to. This may be an icon (picture symbol) or also a picture of a character (a person).

The meter beneath a character’s picture indicates your character’s favour with this person. Hold down the right mouse button on one of these “favour meters”, and this person’s favour with other people will be displayed.

Selecting characters / Using selection frames

You can select almost every character that appears in the camera’s field of view individually with the left mouse button. If you do this in one of your own workshops, the selected character will give a commentary on recent events or the situation in the town.

However, if you are in one of your own workshops and you select one of your employees, the character will appear in a small picture next to the mouse cursor and you can assign a task for him to complete (see 8.2 The Workshop) or send him to another room in the building.

If you hold down the left mouse button on an empty area of the room, you can draw a selection frame using the mouse. This allows you to select several of your employees at the same time.

Picking up and putting down objects / Entering quantities

To pick up an object or product with the mouse in order to load it or place it in your inventory bag, simply click on it with the left mouse button. This will pick up a single item. A double click, on the other hand, will pick up the entire stock of goods beneath the cursor.

If, however, you want to pick up a specific quantity of a product, hold down the left mouse button on the product, and you can now vary the quantity by moving the mouse up and down. A vertical, gold scale appears for visual support.

Objects on the mouse cursor are put down exactly the same as they are picked up. A single left click puts one object down, a double click puts all objects down, and holding down the left mouse button allows you to control the quantity yourself.

Entering figures

Whenever there is a “figure entry symbol” (a framed, downward-facing arrow) behind a numerical figure, this figure can be varied upwards and downwards. To do this, move the mouse cursor over the figure, hold down the left mouse button, and the figure can now be increased or decreased to a certain limit using the mouse.

Entering words

When using certain privileges, you are required to alter words highlighted in blue. If, for example, you are a building master and you want to alter the building price level,

which is currently “high”, a left click will alter the level to “very high”. A further click will alter the level to “very low”. Each left click cycles forwards through the list of possible entries.

5.3) Shortcut keys / Quick jump keys

In “THE GUILD“, there is a series of shortcut keys, which have specific functions allocated to them and allow you to call up game functions in a quick and uncomplicated way, without having to use the mouse.

During the game – except when an event is in progress – the following shortcuts can be used:

“ESC” =	Calls up the Game Menu and pauses the game.
“Space” =	Pause – this only works in one-player games, and not in networks.
Hold down “Ctrl” =	Displays all available measures when inside a building.
Hold down “Alt” =	Displays all improvements when inside buildings and businesses in the surrounding area. When the Alt key is held down, a left click will zoom in on the object so that you can look at it more closely.
“M” =	Opens the town map (2D map). The map can also be called up via the compass symbol in the right-hand panel or via the compass card when inside buildings.
“N” =	Returns the camera to a north-south orientation in Town view.
“Q” =	Performs a Quicksave at the current point in the game.
“Cursor keys” / “Arrow keys” =	Moves / scrolls the camera in Town view.
“End” =	Switches the game to the fastest game speed, in order to “fast forward” through a round. If you decide that you want to do something in the current round after all, simply press the right mouse button (RC).
“+” and “-” on the number pad =	Increases or decreases game speed.
“Enter” =	In a network game, you can open a message / chat window to send other players messages.

A special type of shortcut in “THE GUILD“ is controlled by the **quick jump keys**. These allow you to allocate camera settings to the “**F1**” to “**F11**” keys, so that you can always go straight to a place you want to visit.

If, for example, you allocate the camera setting of the study in your residence to the “**F1**” key, the camera setting of the workroom at your business to the “**F2**” key and the camera setting above the market place to the “**F3**” key, you can jump back and forth between these

three locations quickly and effortlessly. However, the most important locations are already allocated at the start of the game. Press **“F12”** for an overview.

Setting up quick jump keys = Pressing the **“Shift”** key and **“F1 ”** to **“F11”** at a desired camera setting will simply overwrite a previously allocated Quick Jump key with a new camera setting.

Note! You can only allocate Quick Jump keys from inside buildings or businesses in the surrounding area of the town. If you press an **“F”** key when you are above the town, this will always allocate the market place to that key. At the start of the game, the **“F”** keys are allocated as follows:

“F1” = Market place

“F2” = Town hall

“F3” = Player’s residence

“F4” = Player’s first business

Press **“F1”** to **“F11”**

Press **“F12”**

Default allocation =

Call up settings =

Overview of key allocation =

5.4) The panel



A – 3D view

The 3D view occupies the largest area of the screen. This is where the game actually takes place.

B – The coat of arms

The coat of arms in the top left corner allows you to access your character’s family tree. If you left click on one of the faces, you can view the characteristics of the selected member of your dynasty. You can view the same information by holding down the right mouse button.

C – The name field

This shows the title and name of your character. A left click on the name field allows you to view and use your privileges.

D - The date

This displays the current year in the game, along with the season (spring, summer, autumn or winter). In **“THE GUILD”**, a single season lasts for a whole year. You start in spring 1400, and continue as follows: summer 1401, autumn 1402, winter 1403, spring 1404, summer 1405, and so on. The years go by continuously, whilst the seasons repeat the cycle of spring, summer, autumn and winter.

E - The action points symbol / Dynasty comparison

The figure next to the AP symbol tells you the number of action points (AP) available to you in this round. These are required for various actions, which are described later. A left click on the symbol opens a parchment, which allows you to view a comparison of the success of all 8 important families.

F – The clock

The clock always shows the current time in the round. If you click the left mouse button on the face, the time will pass more quickly. A right click will return to normal game speed.

G – The town crest / The floor plan

When you are in Town view, this field displays the name and crest of the town. If you then click on the crest, a parchment appears, which allows you to view information on the town.



When you are inside a building, however, a floor plan of the building appears in this field. This allows you to change between the individual rooms. Look at the floor plan in every building, so that you don’t miss any rooms and the options that are “hidden” there.

H – The compass / town plan (2D map)

You can call up the town map either by clicking on the compass or simply pressing the **“M”** key (for “map”). On the 2D map, you can view the name and location of each individual building in the town and surrounding area – long-distance traders can also access their branches in other towns via this map.

The small dots in the colour of your family crest indicate the positions of your carts in the town.

If you hold down the right mouse button on the town map, you can move this around with the mouse. If you left click on a building, the town map is closed and the camera moves to the selected area in Town view.

If you hold down the right mouse button on a building, you can view information on the owner of the building.

Along the lower edge of the map, there are eight symbols, which act as a selection and deselection filter. These symbols refer to the dynasties, or up to eight main players, the six political chambers and the honorary offices. If you select one of the symbols with a left click, all buildings belonging to persons in this chamber are highlighted brightly.



Shows buildings belonging to your opponents.



Shows buildings belonging to officials of the state authority.



Shows buildings belonging to officials in the town council.



Shows buildings belonging to officials of the church authority.



Shows buildings belonging to town servants.



Shows buildings belonging to officials amongst the town bailiffs.



Shows buildings belonging to officials amongst the town informants.



Shows buildings belonging to holders of honorary offices.

I - The information window

When you click on a building, object or character, a small picture of it appears in this window. If you hold down the right mouse button on this picture, a help window appears in the 3D view, showing information on the selected building or object – this also works with people. If you call up an “option” when inside one of your own businesses and you have to select at least one of your employees to carry it out (e.g. production or pickpocketing), a list of all workers available in the building appears in the information window.

J - The options field

Different options and information appear in this field.

K - Cash

This displays your cash in local currency.

L - The book

The book allows you to look at various overviews:

- Your financial situation
- All buildings in your possession
- All master craftsmen employed by you

M - The inventory bag

The six boxes in the inventory bag show the equipment that your character carries around. A maximum of three items of one kind can be stored in each box. If you hold down the right mouse button on an item, you can view information about the benefits of using this item. The inventory bag also appears in the transport menu and at the individual market stands – as a small bag on the right-hand frame of the menu. To use an item of equipment, simply click on it. You will then be asked whether you want to use or throw away the item.

N - The message panel

This is where messages intended for you are displayed, using various symbols. If you have more than four messages waiting at one time, you can expand the panel by clicking on the blue and gold arrow at the left-hand side.

6) The Character / Characteristics and values

6.1) Action points

Your character has a certain amount of action points (AP) available for each round. The APs are used in a round to carry out certain “Measures”, such as training in a talent at home or insulting somebody.

Action points are calculated on the basis of 4 initial APs per round, the use of certain items, and extensions to your residence. You character can obtain further APs if, for example, he achieves the sixth master grade in an occupation.

Unused APs from the previous round are added to the next round's supply.

6.2) Talents

Every character in “THE GUILD”, whether a human player or not, possesses five talents. A character's skills in a talent are indicated by half and whole stars, where six whole stars indicate mastery in the talent.

Negotiation

This talent is always called upon when it comes to agreeing on a price for goods.

Handicraft

The better your skills in this talent, the more efficiently your employees will be able to perform their work.

Stealth

A character's “secret” talent contains covers a range of underhand behaviour. Whether you prefer theft, kidnap or espionage, or are followed by the town watch or brought before the court, or you want to cheat in a dice game or a duel: this talent will always give you a big advantage.

Combat

Everything connected with physical force comes under this talent: raids, attacks, thrashing people, kidnap and, of course, duels.

Rhetoric

This talent reflects your character's eloquence. It is used in all kinds of word play and can be of great benefit to the talented rhetorician in votes, bribery, sermons, drawing up lampoons, in court, in blackening the name of a disliked person, when asking for a favour and in the battle of words before and during a duel of honour.

6.3) Standing / Favour



All characters and people in “THE GUILD” have a specific standing with each other. Since standing is evaluated individually by and for each person, it is quite possible for a character to be popular with officials but despised by all citizens.

Standing can be enhanced in many ways – e.g. through bribery – but can also be easily damaged – e.g. by a tirade of hatred. A good standing with officials indicates, for example, that you would be preferred in an election for office; a poor standing with your competitors, however, can soon lead to a sabotage of your

business or a visit from a gang of thugs.

A character's favour with another person people is always shown beneath the character's picture by a green meter. If you hold down the right mouse button on another character's favour meter, you can view his favour with other characters.

6.4) Health / Life expectancy

Health is a constantly changing value, which determines the life expectancy of a character. Life expectancy is represented by a candle to the right of the picture of the character (see also: 6.6) Character Information).

Your employees' health has a direct influence on their productivity. It is shown as a percentage above the characters' picture in the panel. A health of 100% means that the character has no deficiencies at work. If, however, the health is lower than 100%, the employee's productivity will decrease accordingly.

Illnesses

If you call up further information on a person by holding down the right mouse button on the character's picture (see also: Tool tip system), you can see this character's current illnesses in the lower right half of the information window.

Illnesses influence the health and / or talent values of a character. They will cure themselves after a certain amount of time. However, to accelerate the healing process, you can either go see a physician (see also: 11.2) Privileges) or take a herbal liqueur. Your character can contract illnesses in many ways. One way is poor hygiene. The possibility of your character contracting an illness in this way can be reduced by improving your residence with certain objects, such as a chimney (see also: 14.4) Improvements). You can also damage the health of your opponents, for example, by using toad slime. Your opponent is almost certain to contract an illness through this.

Bone fracture

Although fractured bones are not exactly an illness, they are still classed as such. A character with a fractured bone will suffer losses in the stealth and combat talents.

Cough

A character suffering from a cough will incur deficiencies in the rhetoric talent for the duration of the illness.

Dysentery

Dysentery is a serious infection of the bowels, whereby the victim can not hold back what is usually saved for the toilet... Because of this, he will suffer deficiencies in the negotiation and rhetoric talents for the duration of the illness.

Fear of the dark

A character who is afraid of the dark will suffer from a deficiency in the stealth talent for the duration of the illness. This is particularly bad for thieves.

Forgetfulness

This illness is the curse of all traders and craftsmen: The victim loses some of his skills in the negotiation and handicraft talents for the duration of the illness.

Hair loss

The disappearance of a magnificent head of hair will damage the standing (favour) of a character suffering from hair loss with all citizens of the town until the illness is cured.

Laughing fits

Uncontrollable laughing fits will hinder any conversation. And anybody who suddenly starts laughing at a funeral ceremony can hardly be surprised that their standing (favour) suffers...

Plague

The scourge of mankind, the wrath of God or the black death, as the plague is also known. There is no known cure for this, the worst of all epidemics... The unfortunate victim of the plague will suffer serious damage to his health, often resulting in death.

Pneumonia

A character suffering from pneumonia will see his energy sapped by surging fevers. This will mean deficiencies in the handicraft and combat talents for the duration of the illness.

6.5) Titles

Every person in the game has a civic title, which can be bestowed upon him according to status.

The title is the basic condition for the building level of a character's residence as well as his privileges. Titles are bequeathed from parents to children and can only be revoked by court judgement.

Title (in increasing order):

- Serf
- Gentleman or Lady
- Citizen
- Patrician
- Nobleman or Noblewoman
- Baron or Baroness
- Count or Countess

Each title carries certain privileges, which make different measures available to you (see: 11.2) Privileges).

Your character's initial title is "Gentleman" or "Lady". This allows you to own or build a residence up to the level of "house" (see: Chapter 7).

6.6) Character information



When you hold down the right mouse button on a character's picture, an information window appears about the person. Here, you can learn important details about the person, such as age, occupation and master grade, fortune and talent values.

All of this information helps you to work out your opponents and to plan and carry out suitable measures against them.



Symbol explanation

To the left and right of a character's picture, there are various symbols, from which you can deduce the following information:

- **Cross = faith; the magnificent cross denotes catholic and the simple cross catharic or protestant**
- **Information (i) = an "i" means that you have evidence against this character**
- **Heart = the character has a loved one**
- **Weight = the character is being blackmailed**
- **Candle = condition of health / life expectancy**

The meter beneath a character's picture represents his standing with other people. If you hold down the right mouse button on another character's favour meter, you can see his favour with other characters.

7) The residence / Home sweet home

A character's residence is the place where he sleeps but also where various measures are available to him. However, the range of measures is dependent on the rooms that have been created at the residence.

7.1) Building levels of the residence

There are five building levels for residences, which may only be built or owned by characters with a certain title. In each of the five building levels of residences, there are some rooms already available, and a limited number of new rooms that can be created:

TITLE	PERMITTED RESIDENCE	ROOMS IN THE RESIDENCE		
		AVAILABLE	FREE	POSSIBLE
Commoner / Lady Commoner	House	Study	1	Back room, library, drawing room
Patrician	Townhouse	Study	2	Back room, library, drawing room
Noblesman / Noble Woman	Villa	Study, wine cellar	3	Back room, library, drawing room
Count / Countess Marquis / Marchioness	Palace	Study, wine cellar, music room	4	Back room, library, drawing room

Each type of residence allows certain improvements, which will have a positive effect for your character. You can select these via extend in the building options of your residence. The number of improvements possible increases with the building level. If, for example, you have acquired the title of patrician and you enhance your house to a townhouse, you can build all improvements for a town house in addition to all improvements for a house.

7.2) Options in the study

A number of options are available to you, according to which rooms you have created in your residence. In this instance, there are just five options for the study:



Gain new master grade

As time passes, your character gains more and more experience in his occupation. When he is good enough, you will receive and offer to send him on a course for four action points. This will allow him to improve by one master grade.

Espionage

This option enables you to employ spies to spy on your opponents and gather evidence.

Improve handicraft

If you would like to improve your character's skills in handicraft, you can send him to a handicraft master.

Improve negotiation skills

Identical to the option for handicraft, only for the negotiation skills of your character.

View evidence

This option allows you to see all evidence of your opponents' crimes that your spies have gathered.

7.3) Other rooms in the residence

At your character's residence, there are various measures available, which increase with the number of rooms created. Many of these measures will cost you APs and / or money to have the desired effect.

The number and type of rooms you may create in your residence depends on the building level.



The back room

In the back room, you can plot all kinds of underhand behaviour that will make life difficult for your opponents, such as bribery, sabotage or thrashing them. You can also train here in the stealth talent.



The drawing room

The drawing room is the perfect place for inviting your competitors to a feast, which will increase your favour with the guests. It is also spacious enough to allow fencing exercises, in order to improve your skills in the combat talent. However, you can also hatch plots from here to blacken the name of a disliked person in the eyes of another person, with a little evidence.



The library

The library not only allows you to study for your rhetoric talent, it also allows you to compile all kinds of shameful literature, namely threatening letters and lampoons.



The music room

A character who owns a music room can have a strong effect on members of the opposite sex and pass many an amorous hour at home. Having this room available will enable you to win a loved one, and in turn, increase your influence. This room also allows you to hire musicians when holding a feast in the drawing room.



The wine cellar

Besides the obligatory bottles and barrels of wine, the wine cellar also contains a secret barrel in which you can hide cash from prying eyes and the hands of thieves. Sums of money hidden in the wine cellar are not accounted for in a person's fortune – nor are they in your assessment for inheritance tax or the financial evaluation of the bank house. This allows you to keep your opponents in the dark about the true state of your fortune.

8) Business / Minimum wages and workload

This section explains one of the most important aspects of “THE GUILD” - the administration of employees and production.

8.1) Goods

Goods are subdivided into three categories, but all goods can generally be traded. You can find a list of all goods in 14.5) Range of Goods.

Raw materials

Raw materials include all goods required to manufacture an intermediate product or a finished product.

Raw materials can be unprocessed materials, such as ores, raw granite and barley.

Intermediate products

Intermediate products are all goods that require a second (or even third) production stage before becoming finished products. Intermediate products can still be sold – such as fittings and ethanol – although finished products are far more valuable.

They include, for example, iron and silver, which can be processed together to make silver rings, or ethanol and barley, which can be combined to produce weak beer.

Finished products

A finished product can not be processed any further. Finished products include, for example, silver rings and weak beer. Finished products can be sold or placed in your inventory (in the transport menu / at the market) where they can be used later.

8.2) The workshop

Goods can be manufactured in all handicraft businesses, workshops, undertakings, and businesses in the surrounding area.

The staff register

The staff register contains details of all employees of a business. This allows you to determine the salary and treatment of your employees, pay your employees a bonus – which increases their motivation – and, by clicking on an empty personnel field, to find and employ a new apprentice or assistant for a certain amount of money.

If you click on one of your employees' pictures, you have the option of dismissing him or promoting him to a journeyman.

Employees

At first, every new employee is a mere apprentice or assistant. With this status, he only has limited knowledge of handicraft and needs a lot of time to finish a product. Only after four years can you promote him to journeyman status, which distinguishes him as a genuine craftsman and reduces his production time.

The master's certificate

A master certificate can generally be found in every business. This allows a master craftsman or foreman to be installed, who will then run the business for you if you ask him to do so.

The master craftsman / foreman

A master craftsman or foreman can be installed in every business via the master's certificate.

He can run the business for the actual owner, who can then devote his full attention to some of his other businesses, or his office or on an elaborate plot against a person he dislikes.

The master craftsman or foreman can run a business completely alone (production, goods transport, purchasing and sales). When employing one of these, you can specify whether he is to take over the business or whether you would like to remain solely responsible for this. With the latter, he will remain in your employment and you will still have to pay him, otherwise he might start to do some “handicraft on the side”.

If the master craftsman or foreman is to run your business, you will have to set him a budget from which to work.

Production



If you left click on the “production“ option, you will see the production menu. The left half of this shows your goods storeroom where the same settings apply for sales from the storeroom as in your actual goods storeroom (see in game).

The right half contains a list of all products that can be manufactured in by your business. These are represented by a small picture and described on the right-hand side. The raw materials required for production appear beneath the picture.

Assigning work

You must assign work to the employees of your business. There are two ways of initiating production in your business:

One way is to select one or more of your employees with the mouse, then click on “production“, then the production menu and finally on the product that you would like manufactured.

However, the other method is far easier. Simply click on “production” and select one or more of your employees from the information window in the right-hand panel and assign a task to them.

Looking for herbs / Catching animals

This is a speciality of perfumers and herb trading businesses. In these, you will find one or two additional menus similar to the production menu. These are called “look for herbs“ and “collect ingredients“.

If you have a perfumer's business, you can only look for herbs. As a herb trader (alchemist), however, there are other options available.

Look for herbs

This menu also shows your stock of goods on the left-hand side. However, the righthand side shows a list of herbs and flowers: lavender, jasmin and roses.

If you drag employees onto these symbols, they will leave your business and go to the woodland area to look for the appropriate ingredients.

Catch animals

If you have created the “musty cellar” room in your herb shop, you can also catch animals to obtain the following ingredients: bat's blood, spiders' legs and toad eyes.

The storeroom

You can access the storeroom via the “storeroom option” in your business. This allows you to see which goods are in stock in your business, and in what quantity. The upper storage slots contain the raw materials available to your business for further processing. The lower storage slots contain all products that have been manufactured by your business so far.

The storage slots

When there are goods in a storage slot, the quantity of these goods is indicated to the left by a green meter – in relation to the capacity of the storeroom. You can discover the exact quantity of goods by moving the mouse cursor over the storage slot.

Lock storage slot

The unit price for your goods appears beneath the storage slot for occasions when somebody wants to buy the goods directly from your storeroom. However, to prevent the entire contents of your storeroom from being sold, you can left click on the field with the green goods stock meter to indicate the amount of goods that you would like to remain unsold. A red meter then appears in the background to protect your stock from unwanted purchases from competitors.

Release storage slot

Once a storage slot has been filled with a product, a “place-marker” remains in the small box as soon as the supply runs out. This “place marker” reserves the storage slot for this exact product, so that no other goods can be stored in this space.

To release the storage slot for new goods, you must remove the place marker by left clicking on it and simply dragging it to the dustbin in the right-hand frame.

Build storage slot

This option allows you to build additional storage slots for raw materials and / or products. The number of additional storage slots you can build in your storeroom depends upon the building level of your business. The exception to this is “businesses in the surrounding area”.

Increase capacity

This allows you to increase the capacity of your storage slots so that you have room for more goods.

Take care of supplies

When you have assigned work to your employees, they will continue to produce until there are no more raw materials in the store room of the business – even over a period of days.

Therefore, you must constantly ensure that there is a sufficient supply of raw materials so that your employees are never left standing around with nothing to do.

9) Trading goods and the market place

9.1) Goods transport



When you have produced sufficient goods or require new raw materials, you should send out your cart (“transport option”). Select one or more of your carts then click on destination. This calls up the 2D map, which allows you to determine the destination of your transport.

There are three types of cart, all of which have different transport speeds and loading surfaces:

Cart

This simple hand cart only has a small loading surface, which only allows a single type of goods to be transported. It has a capacity of 15 products.

Trading cart

The trading cart has a larger loading surface, allowing two types of goods to be transported at once. It has a capacity of 2 lots of 20 products.

Horse cart

A horse cart can transport three types of goods at once. Additionally, long-distance traders can travel to other towns with these carts, allowing them to import and export goods. It has a capacity of 3 lots of 25 products.

Escorts

Each cart has a symbol beneath the axle and to the left. This shows whether your cart is being sent...

- Without escort -> There is no cost for the transport, but if it is attacked by robbers, your goods will probably be lost.
- With a normal escort -> There is a moderate cost for each transport, which makes a few mercenaries available to you in the event of an attack, or
- With a heavy escort -> Only a large amount of very well trained robbers would be in a position to attack your transport.

By left clicking on the sword symbol, you can cycle through the options from “without escort” to “normal escort” to “heavy escort” and the back to “without escort”. You can vary the escort strength of each transport as you wish.

If you do not send any goods you will not incur any costs, regardless of the escort used – and what robber would attack an empty cart...

9.2) Trading goods

Trading goods is essential for every owner of a business. To be able to pay taxes incurred, finance your standard of living, pay your employees and / or purchase new raw materials, you must offload the goods you have produced at the highest possible profit.

In “THE GUILD“, there are two ways – or three if you are a long-distance trader – of selling your goods:

Sales from the storeroom

Sales from the storeroom means either that somebody comes into your business to buy goods directly from your storeroom, or that you send a cart to another person's business to buy goods via the “purchase option”. It is also advisable to make occasional purchases from a business in the surrounding area, where you can buy raw materials at lower prices than at the market. These are the mine, the woodland area and the quarry.

You can prevent sales from the storeroom in one of your businesses by locking the end product storeroom. This is done by left clicking on the fullness meter in the storage slots for end products in your businesses. A red meter appears and locks in a stock of goods up to this level. Nobody may purchase stock that has been locked in your businesses.

At the market place



The best place to sell or purchase goods in the town is obviously the market place. Here, you can select from the various ranges of goods at the market stalls. Goods are often quickly sold out, so it can pay to wait around for a couple of hours for fresh supplies.

The individual market stands are listed below, along with all of the goods that can be purchased or sold there:

Wood & Iron

Crossbow, fitting, walking stick, gold chain, long sword, metaphysical belt, wooden spigot, comb, pistol, rapier, protective cross, silver chain, silver ring, nobleman's staff

Heavy stone & Full tankard

Diamond, Drunkard Brew beer, lucky stone, herbal liqueur, skullfire, slate board, grindstone, sanding block, strong beer, spinning top, stone soldier, ethanol, wholegrain meal, weak beer

Aromatic herbs & Phials

Endurance drink, bloom of discord, bomb, Dartagnan's scent, Faust's elixir, poison dagger, sacred scent, toad slime, musk scent, polish, shadow dagger, pot grenade, stink bomb, paint

Rob's raw materials

Beechwood board, oakwood board, iron, gold, granite block, pinewood board, slate tile, silver, brick, precious stone

Ian's imports

Barley, musk, rye

Brian's bookshelf

Letter from Rome, poems, Handicraft certificate, tirade of hatred, paper, On talents I, On talents II

Long-distance trade

Long-distance trade can only be conducted by traders. To do this, send out your horse cart via the 2D map, in order to purchase goods cheaply or sell them at an expensive price in another town. If you master the art of this, you will soon earn a nice “nest egg” for yourself ...

You should always send an escort with particularly valuable loads.

10) Building options and the inventory bag

10.1) Buildings / Options in town view

Building options

You access the building options in Town view, clicking on a building with the left mouse button and then on the options field “options”.

This menu contains a few options relating specifically to your building.

Sell

If you want to sell one of your buildings, this allows you to indicate the amount of money for which the building should be announced for sale in the town hall. If nobody has purchased your building, you can also withdraw your offer at any time from this menu option.

Renovate

This option allows you to improve the condition of your building. If you have opted to carry out a renovation, you will not be able to select any further options for this buildings for a certain amount of time.

Pay attention to the condition of your buildings! The poorer the condition, the slower your goods will be manufactured, and the weaker the effect of improvements for protection from thieves etc.

Tear down

Whatever the reason you have decided to tear down one of your buildings – you may urgently need the building area, or the building might look dilapidated – this option will flatten everything to the ground.

Extend



This option allows you to improve your building. You also view the effects of all improvements to the building to date.

Create new rooms

You can only create a new room in your residence, and only then when the building level allows for an additional room.

You can only have one room of each kind in your residence – having two back rooms would be quite pointless.

Enhance building by one level

You can enhance a building by one level when you have the necessary permission and sufficient funds. Enhancing means that you can improve your business by one level, with the necessary master grade, in order to produce better goods and be able to make further improvements. You can also build more storage slots in a “goldsmith’s” than in a simple “foundry”.

At your residence, a higher building level means that you can create more rooms.

Make this your residence

This option is only available when you have built at least a second home. This allows you to change your official residence to another home.

Building information

You can access building information by clicking on another person’s building and selecting “info” in the options field.

The owner and value of the building along with any other information is now displayed in a separate window.

Make a bid

If you are interested in buying this building, you can make a bid to the owner. But remember that you can only operate businesses for which you hold the corresponding master grade.

Build a building / The building menu

If you are above the town and have not clicked on any building, the “build” option appears in the options field. Click on this to open the building menu.

Here you can decide on the type of building for which you would like to issue a building contract. Next, you must find a building area for the building in the town and confirm this with a click of the mouse.

Any trees in the building area are quickly cleared. Building workers will then hurry to the site to construct the building brick by brick.

10.2) Interior rooms / Options in businesses

Improve

This option is identical to the “extend” option described above, only it applies to improvements made in interior rooms of handicraft businesses. It allows you buy better tools or objects such as an apron to protect your employees from accidents.

Purchase

This option allows you to buy goods from the storeroom of another person’s business. To do this, you must be inside the business. If there are none of your carts outside, your purchases are limited to the capacity of your inventory bag.

Staff register

Employ a worker, set his salary and treatment, promote good workers and pay them bonuses. If you turn the page, you can also see the location of your carts and quickly “jump” there if you wish to do so.

Production

With this option, you can initiate and monitor production in your business. The name of this option varies according to the type of business (e.g. manufacture, forge, brew / bake etc.).

Transport

This option opens the transport menu, which allows you to send out, repair and sell on your carts and also to order new carts.

Storeroom

This option takes you to the storeroom of your business.

Master’s certificate

This is where you can appoint a master craftsman if you no longer have the time or inclination to run the business yourself.

10.3) Options in the town hall

Entrance hall

In the entrance hall of the town hall, you can learn about all buildings for sale and the agenda of the town’s official chambers. This is also where you will find official information, where you can view the tasks and privileges of each individual office.

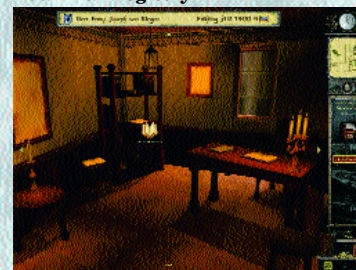
Town hall registry

In the town hall registry, on the other hand, you can acquire the freedom of the town, provided that you have accumulated a sufficient fortune and then apply for an office in the town. Additionally, the three statute books of the town are on display here.

Entrance hall



Town hall registry



10.4) The inventory bag

You can carry all kinds of useful objects around in the inventory bag, whose use can be of benefit to you.

Obviously, you can not use raw materials or intermediate products. Equally, there are few weapons that you can use – these are only intended for military units (see also: 13.1)

Weapons and 13.3) The Units).

Store objects

You can place items in your inventory bag via the transport menu in a business or at the market place. Firstly, click on the small leather bag in the right-hand menu frame in order to open it. You can now transfer goods between the storeroom and the inventory. Each of the six little boxes in the inventory bag can take up to 3 items of the same kind.

Use objects

You access your inventory by left clicking on the large bag at the bottom of the right-hand panel.

To use an item from your inventory bag, simply click the left mouse button on the desired item. Each item may only be used once per round.
Remember! You can only open the menu to use items if there are no trading menus open.

11) Office overview, privileges and laws

A man has achieved true greatness once he holds one of the offices of our beautiful town. And if he keeps a cool head and makes decisions cleverly and with consideration, not only will law and justice be formulated at his behest, but many gleaming coins will also find their way into his purse...

11.1) Office overview



The office trees appear if you click on Office overview in the options field, or when you want to use a measure (e.g. espionage) or an object (e.g. a poem) for or against another person. Here, you can display a list of all heads of the resident dynasties, all current officials of the different chambers or all important people, who are in some way connected with you (e.g. family members, friends, enemies, etc.).

You can find further information on the individual offices under 14.2 Seats of Office.

The civic offices are divided into three levels, six chambers and nine stages:

State authority		
Town council	Church authority	
Town servants	Town bailiffs	Informants

The three official authorities:

A character can only initially apply for an office from the first stage. If he holds or has held an office from the first stage, he may apply for an office from the second stage, and so on – but he may not apply for an office from the same or a lower stage.

When your character fulfils the necessary requirements, you will receive notification specifying the offices you may apply for in the registry of the town hall. Remember, however, that you may only submit one application per round.

Town servants, town bailiffs and informants (1st level)

Town servants (1st chamber)

STAGE	SUBDIVISION	APPOINTED BY
3	Council assistant	All officials of the chamber
2	Town clerk	Council assistant
1	Town servant / Town servant	Town clerk

Town bailiffs (2nd chamber)

STAGE	SUBDIVISION	APPOINTED BY
3	Fencing master	All officials of the chamber
2	Guardsmen	Fencing master
1	Night watchman / Night watchman	Guardsmen

Informants (3rd chamber)

STAGE	SUBDIVISION	APPOINTED BY
3	Council informer	All officials of the chamber
2	Informer	Council informer
1	Spy / Spy	Informer

Town council and church authority (2nd level)

Town council (4th chamber)

STAGE	SUBDIVISION	APPOINTED BY
6	Mayor	All officials of the chamber
5	Treasurer / Judge	Mayor
4	Customs master / Lease master / Building master	Treasurer and judge

Church authority (5th chamber)

STAGE	SUBDIVISION	APPOINTED BY
6	Bishop	All officials of the chamber
5	Inquisitor / Prefect	Bishop
4	Deacon / Dungeon master / Tax collector	Inquisitor and prefect

State authority (3rd level / 6th chamber)

STAGE	SUBDIVISION	APPOINTED BY
9	Sovereign	All officials of the chamber
8	Archbishop / Court councillor	Sovereign
7	Grand inquisitor / Colonel / Privy councillor	Archbishop and court councillor

Honorary offices

An honorary office is always awarded to the most successful member of a guild. The thieves and robbers award a joint honorary office, which is called Prince of thieves or Chief robber according to the holder.

HONORARY OFFICEPOSSIBLE CANDIDATES

Master of the perfumers' guild	Members of the perfumers' guild
Master of the smiths' guild	Members of the smiths' guild
Master of the stone masons' guild	Members of the stone masons' guild
Master of the joiners' guild	Members of the joiners' guild
Prince of thieves or chief robber	All owners of a thief's business / robber baron's fortress

11.2) Privileges

Privileges are divided into two categories: passive and active privileges. Passive privileges are permanently effective, which means that you do not have to do anything extra to exercise them. Active privileges, on the other hand, only become effective when they are used, and this often costs action points.

Subdivision and overview

Privileges of the free people

The privileges listed below are all granted to gentleman, lady's and of course to citizens:

Active privileges

Prefer charges	= if you have evidence
Change occupation	= if there are 8 action points available
Blackmail someone	= with at least 3 proofs
Go see a physician	= if ill or injured
Court a spouse	= if unmarried or widowed

Privileges through title

The privileges listed below are all associated with a title:

Passive privileges

100 % increase in credit - worthiness	= from count / countess up
50 % increase in credit - worthiness	= from nobleman / noblewoman up
A bodyguard	= from nobleman / noblewoman up
Courtship time halved	= from count / countess up, unmarried / widowed
Permitted residence	= according to existing title
Two bodyguards	= from baron / baroness up Active privileges
Divorce	= from baron / baroness up, if married
Inspire fear	= from patrician up
Insult someone	= from patrician up

Privileges through office

The privileges listed below are all associated with an office:

Passive privileges

Appointment to office	= according to office
Cheap malice	= inquisitor, grand inquisitor, court councillor
Civic construction	= building master, mayor
Feign torture	= dungeon master
Immunity	= sovereign, mayor, bishop, judge
Low-cost training: "Combat"	= chief robber, colonel
Low-cost training: "Handicraft"	= all guild masters
Low-cost training: "Rhetoric"	= bishop, archbishop
Low-cost training: "Stealth"	= prince of thieves
Office income	= all officials
Reduced building costs	= treasurer, building master
Release prisoners early	= dungeon master
Share of the rents	= lease master
Spymaster	= colonel, prefect

Active privileges

Beg forgiveness	= grand inquisitor
Bewitch	= privy councillor, court councillor, deacon
Change a law	= according to office
Change seats	= bishop, mayor, sovereign
Convert the people	= bishop, archbishop
Counter-espionage	= prefect, inquisitor, grand inquisitor, archbishop
Demand a removal	= all officials
Embezzle money	= treasurer
Expel a worker	= privy councillor, court councillor
Generate hatred between 2 people	= grand inquisitor
Interrogate someone	= colonel, prefect, inquisitor, judge
Make peace between 2 people	= sovereign
Perform miracles	= archbishop
Summon the inquisition	= deacon, privy councillor

Descriptions

100 % increase in credit - worthiness

This privilege allows you to take out more credit with your creditors. This means that your character will have to accumulate a lot of debts before being thrown in the debtors' prison.

<i>Holder:</i>	<i>from count / countess up (title)</i>
<i>Applicable:</i>	<i>passive</i>

50 % increase in credit - worthiness

See "100 % increase in credit - worthiness".

<i>Holder:</i>	<i>from nobleman / noblewoman up (title)</i>
<i>Applicable:</i>	<i>passive</i>

A bodyguard

A bodyguard will be at your character's side in the event that someone attempts to thrash him or kidnap him.

<i>Holder:</i>	<i>from nobleman / noblewoman up (title)</i>
<i>Applicable:</i>	<i>passive</i>

Appointment to office

If you hold an office, you may have a say in decisions, or make them alone, on new appointments to certain offices.

<i>Holder:</i>	<i>according to office</i>
<i>Applicable:</i>	<i>passive</i>

Beg forgiveness

If you hold the office of grand inquisitor, you can beg forgiveness for crimes committed. You will be "forgiven" for as many crimes as you invest action points.

<i>Holder:</i>	<i>grand inquisitor (office)</i>
<i>Applicable:</i>	<i>1 to 9 action points</i>

Bewitch

This privilege enables you to flatter a member of the opposite sex so successfully that your favour with them increases. Bewitching costs between 1 and 5 action points.

<i>Holder:</i>	<i>privy councillor, court councillor, deacon (office)</i>
<i>Applicable:</i>	<i>with 1 to 5 action points</i>

Blackmail someone

If you have at least 3 proofs against one of your opponents in the evidence book at your residence, you can blackmail him for some of his privileges. This means that you can use his privileges as well as your own for a specified period of time.

Holder: from gentleman / lady up (title)
Applicable: with at least 3 proofs

Change a law

The higher officials of the town are empowered to lay down certain laws (see: 11.3) Law and Order / Laws).

Holder: according to office
Applicable: constantly

Change occupation

If you want to take up a new occupation, you can do so via this privilege. However, a change of occupation will cost you 8 APs.

Holder: from gentleman / lady up (title)
Applicable: with 8 action points

Change seats

If you are a bishop, mayor or sovereign, this privilege allows you to exchange the chambers of two officials:

Bishop: inquisitor & prefect
Mayor: treasurer & judge
Sovereign: court councillor & archbishop
Holder: see above
Applicable: with 6 action points

Cheap malice

If you have this privilege at your disposal, you only have to pay half the amount of money for espionage and all measures taken from the back room of your residence. However, the AP costs remain unchanged.

Holder: inquisitor, grand inquisitor, court councillor (office)
Applicable: passive

Civic construction

If you are a building master or mayor, you will have the privilege and the duty of taking charge of the town's development. The cost of these building contracts are paid for from the town treasury.

Building master: well
Mayor: dungeon, town hall, workers' accommodation
Holder: see above
Applicable: passive

Convert the people

As a high clerical dignitary, you have the privilege of being able to convert inhabitants of the town from another faith to your own. The amount of inhabitants you are able to convert depends upon your skills in the rhetoric talent.

Holder: bishop, archbishop (office)
Applicable: with 6 action points & a large sum of money

Counter-espionage

This privilege enables you to turn all spies currently being used against you on their original clients. You will no longer be monitored yourself, but instead, you will receive information about those who wanted to spy on you in the first place.

Holder: archbishop, grand inquisitor, inquisitor, prefect (office)
Applicable: with 4 action points

Court a spouse

This privilege allows you to bid for the hand of a member of the opposite sex (see: 15.3) Life and Death / The Dynasty). After a couple of years of courtship – and many expensive gifts – you can finally walk up the aisle.

Holder: from gentleman / lady (title)
Applicable: if unmarried or widowed

Courtship time halved

This halves the time of courtship for a partner, because your character holds a title of nobility – and must, therefore, have a lot of money...

Holder: from count / countess up (title)
Applicable: passive

Demand a removal

As soon as you hold an office, this option will be available to you. This allows you to enter a petition for the removal of a member of your chamber (see: 12.2) Cut Scenes).

Holder: all officials
Applicable: constantly

Divorce

If you want to divorce your spouse because, for example, you have found a younger woman who can still have children, you can do so with this privilege. However, a divorce will eat into the contents of your purse...

Holder: from baron / baroness (title)
Applicable: with 8 action points & if married

Embezzle money

If you hold the office of treasurer, you can secretly pilfer money from the town treasury once a year for 4 APs.

Holder: treasurer (office)
Applicable: with 4 action points

Expel a worker

This privilege allows you to expel a worker from one of your competitors' businesses from the town for ever.

Holder: privy councillor, court councillor (office)
Applicable: with 5 action points

Feign torture

As dungeon master, you may only feign the torture of an offender during a trial. The accused must pay you a handsome sum of money in return, provided that you meet his request...

Holder: dungeon master (office)
Applicable: passive

Generate hatred between 2 people

This privilege allows you to initiate a nasty plot between two people specified.

Holder: grand inquisitor (office)
Applicable: with 4 action points & a specified sum of money

Immunity

This privilege protects high officials of the town from charges.

Holder: sovereign, mayor, bishop, judge (office)
Applicable: passive

Inspire fear

If you exercise this privilege, your victim will not be able to carry out any measures against your character from his back room for a whole round.

Holder: from patrician up (title)
Applicable: with 2 action points

Insult someone

If you insult one of your opponents, he has but one option to restore his honour: He challenges you to a duel (see: 12.2) Cut Scenes). If he does not do this, he will lose favour with all other characters without fail.

Holder: from patrician up (title)
Applicable: with 2 action points

Interrogate someone

To exercise this privilege, you must invest 2 APs. However, your victim will lose 3 APs through the interrogation...

Holder: inquisitor, colonel, prefect, judge (office)
Applicable: with 2 action points

Low-cost training

This privilege reduces AP costs for training in a certain talent by 70 %.

“Combat”: chief robber, colonel
“Handicraft”: all guild masters
“Rhetoric”: bishop, archbishop
“Stealth”: prince of thieves

Holder: see above
Applicable: passive

Make peace between 2 people

If you are a sovereign, you can improve the mutual favour of two people.

Holder: sovereign (office)
Applicable: with 3 action points

Office income

If you hold an office, this privilege entitles you to a certain remuneration.

Holder: all officials
Applicable: passive

Perform miracles

As archbishop of the town, you have the greatest privilege of all – at least, as far as all believers are concerned – you can perform miracles.

Holder: archbishop (office)
Applicable: with 4 action points

Permitted residence

This privilege allows your character to own and live in a certain level of residence.

Holder: all characters
Applicable: passive

Prefer charges

When you have recorded evidence against your one of your competitors in the evidence book at your residence, you may file a charge at the court.

Holder: from gentlemen / lady up (title)
Applicable: if evidence exists

Reduced building costs

When you want to build a new building, you receive a 15 % rebate on the building costs.

Holder: treasurer, building master (office)
Applicable: passive

Release prisoners early

If you hold the office of dungeon master, you may be asked to release a detainee early – for a fairly large sum of money of course.

Holder: dungeon master (office)
Applicable: passive

Share of the rents

The office of lease master entitles you to a certain share of the rents for the mine, the quarry and the woodland area.

Holder: lease master (office)
Applicable: passive

Spymaster

If you have this privilege, all of your spying missions will monitor the victim for twice as long. The costs remain unchanged.

Holder: colonel, prefect (office)
Applicable: passive

Summon the inquisition

This privilege allows you to bring a disliked competitor before a tribunal of the inquisition. The chances of acquittal are far lower here than at an ordinary court trial.

Holder: deacon, privy councillor (office)
Applicable: if evidence exists,
with 2 action points & a specified amount of money

Two bodyguards

With two bodyguards it is practically impossible for someone to have your character thrashed or kidnapped.

Holder: from baron / baroness up (title)
Applicable: passive

Go see a physician

If your character falls ill, he will suffer deficiencies in his health and his talents (see: 6.4) Health / Life Expectancy). However, if you go see a physician, your illness will be cured – this will cost you action points and money of course.

Holder: from gentleman / lady up (title)
Applicable: if ill or injured

11.3) Law and order / Laws

It often seems that the laws are the only tangible way reason why it is possible for people to live together in a town – although there are ways and means around them...

The laws of the town are drafted and/or amended by certain town officials. If a citizen of the town commits a crime, thus breaking an existing law, and this can be proven, he can be charged and brought before the court.

A town has three statute books: Constitutional laws, Financial laws and Criminal laws. Laws that may be violated are marked with an “X”.

Constitutional laws

Severity of the law		= grand inquisitor
Torture		= grand inquisitor
Town faith	X	= archbishop
Books and lampoons	X	= deacon
Insult	X	= privy councillor
Rent price level		= treasurer
Building price level		= building master
Lease price level		= lease master

Financial laws

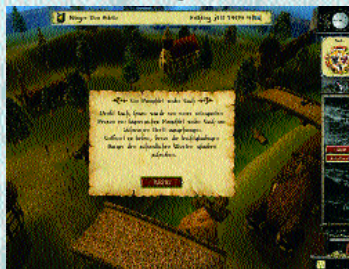
Sales tax		= mayor
Guild tax		= mayor
Church tithe		= bishop
Import duty		= customs master
Inheritance tax		= treasurer
Usurious interest	X	= tax collector
Income level		= court councillor
Bribery	X	= judge

Criminal laws

Use of perfume	X	= court councillor
Use of potions	X	= deacon
Threatening	X	= prefect
Duel	X	= prefect
Thrashing	X	= dungeon master
Blackmail	X	= inquisitor
Theft	X	= colonel
Sabotage	X	= privy councillor
Waylaying of transports	X	= colonel
Kidnapping	X	= inquisitor

12) Events and history

12.1) Messages



There are two types of message: Events and notifications. You will be alerted by a tone whenever a new message appears.

Most messages have two options available: “Go there quickly” and “Thank you for the information”. The first option takes you straight to the site of the event, while the second simply closes the message window.

Events

These messages relate to general events in the town and are immediately displayed in 3D view. They may tell you, for example, that there is an important service in a church of your faith or that an interesting recital is taking place on the rostrum.

Notifications

Notifications appear in the message panel (see 5.4) The panel) at the lower right-hand edge of the screen and are only displayed in 3D view when you click on the message symbol. There are different types of notification, all of which are marked by a different symbol. Some of the common notifications are listed below:

- Your transport has reached its destination
- Your business has run out of raw materials
- One of your employees has suffered an accident at work
- Someone has thrashed you
- etc.

Random messages

Throughout the course of the game, you will receive certain messages, which contain information about random events for your character. These may inform you, for example, that a purse has been found, or that your own purse has been lost. Random messages may have positive or negative consequences.

12.2) Cut scenes

Cut scenes feature special events

Auction

An auction is called whenever the lease for a business in the surrounding area (mine, quarry or woodland area) has expired or the town decides to sell one of the businesses in the surrounding area. You may enter a bid yourself, if you want to gain control of one of the businesses in the surrounding area.

Birth

When you are married, sooner or later your successor will come along. You can also choose the name of your child.

Death

You will see this cut scene when your character has met his maker one way or another. Again, if you still have no successor by this time, the game is over.

Debtors' prison

You are thrown in the debtors' prison if you are completely bankrupt. If you have no successor, then the game is over. In a network game, however, you may still play on with certain restrictions.

Dice game

A dice game can only take place in a public house equipped with a dice table. To enter a dice game, you must stake money, which you can either lose completely or win back with a lot more besides.

Duel

A duel can only arise as a consequence of an insult in order to restore the honour of the person insulted. The opponents stand facing each other and can shoot at each other with pistols.

Cheating

At the start of the duel, you are asked whether you want to cheat or follow the rules without exception. If you cheat, you can create a good advantage for yourself, but the physician present will refuse to treat you afterwards.

Rounds

A duel consists of three rounds. At the start of each round, you can select one of three different courses of action: Curse, to confuse your opponent, Dodge, so that you can dodge the next shot better, and Shoot, to fire a shot yourself. But beware: You will need to make a quick decision, or after a few seconds you will no longer be able to select a course of action.

The physician

When the three rounds are over, the physician rushes to each opponent, provided that he has not cheated, and treats his wounds.

Execution

Executions may take place as the result of a trial, but can also be historical events if you have selected to play your game with "player-based history".

Official meeting



If your character holds an office, he is always invited to meetings of his chamber whenever there is an election for an office in the same chamber and / or if the removal of an official has been demanded from the same chamber.

Official election

The voting in elections for offices in the chamber are arranged as follows:

1. Low offices are balloted by intermediate officials
2. Intermediate offices are decided by the highest official of the chamber
3. The highest office in the chamber is balloted by all officials of the chamber
4. In the event of a tie, the election will be decided by a draw
5. If a person entitled to vote is absent, his vote will be decided by a draw
6. If there is only a single applicant for an office, he automatically wins the election

Removal

All members of a chamber vote on a removal from office in that chamber. In the event that the vote is tied, the official will remain in office.

Trial

A trial takes place whenever a character is proven to have committed a crime and finds somebody prosecuting him. Trials are chaired by the town judge, or the inquisitor – at trials of the inquisition.

Wedding

When you have successfully completed your courtship for a spouse, your wedding will take place on a specified date.

12.3) Disasters

There is always the chance that, one fine day, the plague will break out in the town, a hurricane will rage through the streets and lanes or a great fire will reduce part of the town to soot and ashes.

13) Armed conflict

A battle ensues when enemy groups (e.g. town watch and robbers) come face to face. In contrast with a duel, you control several characters.

A battle can result from three situations:

Attack / Raid

Military installations and businesses in the surrounding area are often heavily guarded. So if, for example, robbers carry out an attack on the town watch building, the guardsmen are sure to respond by reaching for their weapons rather than giving up without a fight.

A military installation can be conquered by the attacker, whilst businesses in the surrounding area can only have their storeroom emptied (conquered).

Patrol

Since the town watch also patrols the surrounding area, they might come across robbers who are lying in wait. So while the robbers attempt to save their skins, the town guardsmen will be trying to earn a reward for every robber they take out of the action.

Waylaying

When robbers waylay a transport, a battle can ensue if the defender has hired an escort for his transport.

13.1) Weapons

Equipping military units

You can fit a weapons shelf or stands in all military installations, which you can use to equip your units with weapons.

Simply click on the weapon in the information window, followed by the unit to which you would like to give the weapons. Keep in mind that each unit can only carry a single type of weapon.

To take back a weapon from a unit and return it to the weapons storeroom, click on the weapon in the character's picture and then on the storeroom – this is only possible if the weapon is in 100 per cent condition.

Clarification of terms:

Use =	indicates which weapons are used by which units
Chance of scoring =	the probability of a hit with completed training in the combat talent
Damage =	the amount of health damage suffered from a hit
Ammunition =	the number of available shots / launches with long-range weapons
Counter-attack =	indicates whether a counter-attack can be launched against this weapon

Close-range weapons



Long sword

Use:	only town guard units
Chance of scoring:	80% for best training status
Damage:	20-60 points
Counter-attack:	possible



Poison dagger

Use:	only robber units
Chance of scoring:	100% for best training status
Damage:	5-20 points, plus 5-20 points poison damage
Counter-attack:	not possible



Rapier

Use:	each unit
Chance of scoring:	95% for best training status
Damage:	10-40 points
Counter-attack:	possible



Shadow dagger

Use:	only thieves' units
Chance of scoring:	110% for best training status
Damage:	5-35 points
Counter-attack:	not possible

Long-range weapons



Bomb

Use:	only thieves' units
Chance of scoring:	100% for best training status
Damage:	0-30 points, area-wide
Ammunition:	5 bombs
Counter-attack:	not possible



Crossbow

Use:	only town guard units
Chance of scoring:	70% for best training status
Damage:	20-45 points
Ammunition:	5 shots
Counter-attack:	not possible



Pistol

Use:	each unit
Chance of scoring:	60% for best training status
Damage:	5-40 points
Ammunition:	3 shots
Counter-attack:	not possible



Pot grenade

Use:	only robber units
Chance of scoring:	90% for best training status
Damage:	0-30 points
Ammunition:	5 grenades
Counter-attack:	not possible

13.2) Preparing for battle

Before you and your men attack a building, you should have it thoroughly scouted out beforehand, so that your "attack commando" does not unexpectedly fall into a trap or simply overlook a well camouflaged entrance.

The intelligence parchment

The intelligence parchment in your military installation allows you to view information that your spies have gathered about a building. The percentage informs you of how much information is available to you and, therefore, the probability of success when your people force their way into the building.

13.3) The units

The individual characters are divided into three categories according to how they are equipped – each character may only carry one weapon:

Close-range fighters

This category contains all characters who carry a close-range weapon as their main weapon. Close-range fighters with a rapier or long sword can respond with a counter-attack every time they are attacked in close-range battle.

Long-range fighters

Long-range fighters include all pot throwers, pistol and crossbow marksmen.

Bombers

This category refers to characters who carry bombs as their main weapon.

13.4) The battle sequence

A battle takes place in real time, but may be paused with the space bar during one-player games at any time.

Giving orders

If you want to give an order to one of your units, click directly on the character in 3D view or on the character's picture at the upper edge of the screen.

You can then choose an opponent for the unit or click on an area of the battle scene that you would like the unit to move to.

The unit will then proceed into battle in accordance with his main weapon – a close-range fighter, for example, will attack an opponent directly, whereas a long-range fighter will shoot from a safe distance.

Indications



Combat values

The character picture of each individual unit contains three indications:

- Skills in the “combat talent”, shown from 1 to 6 stars
- Health condition (hit points) as a percentage
- The character's main weapon

Damage points

When a unit is hit in battle, a figure appears above the character. This indicates the number of damage points incurred.

13.5) The end of the battle sequence

A battle can end if different ways:

1. All units of one side are killed or have fled.
2. One side has surrendered.
3. All “battles of conquest” have been won by the attacker.
4. The time limit has been reached.

14) Various overviews

14.1) Occupations

Every character in “THE GUILD” has an occupation, which he learns from his childhood onwards. However, in the course of the game, it is quite possible to change occupation or take on another occupation.

Master grade

Each occupation in “THE GUILD” has six master grades. The first five determine the level of building a character can build or own for his business. However, the sixth has the following benefit: Since the character has reached the peak of his occupation in attaining the sixth master grade, he requires considerably less time for his administrative work and receives a further action point every round to put to use.

At the start, the character has the first master grade and can only own or build the first level of building. In every new occupation the character takes up, he will have the first master grade.

To improve your master grade, you can send your character on a course from the study at your residence (see: 7.2) Option).



The blacksmith

The blacksmith is the “master of the forge”. His handicraft not only produces practical objects made of iron, but also shiny weapons such as the rapier and long sword.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Iron smelter	Foundry	-
2	Founder	Foundry	-
3	Blacksmith	Foundry, smithy	-
4	Silversmith	Foundry, smithy	-
5	Goldsmith	Foundry, smithy, goldsmith's	-
6	Master blacksmith	Foundry, smithy, goldsmith's	+1 AP



The foundry

Employees:	max. 2 apprentice / journeyman blacksmiths
Storage slots:	max. 3 for raw materials, max. 2 for products
Other rooms:	none
Intermediate product:	fittings
Finished products:	silver ring, rapier



The smithy

Employees:	max. 3 apprentice / journeyman blacksmiths
Storage slots:	max. 5 for raw materials, max. 4 for products
Other rooms:	none
Intermediate product:	fittings
Finished products:	in addition: silver chain, long sword



The goldsmith's

Employees:	max. 4 apprentice / journeyman blacksmiths
Storage slots:	max. 8 for raw materials, max. 6 for products
Other rooms:	none
Intermediate product:	fittings
Finished products:	in addition: gold chain, metaphysical belt



The joiner

In his workshop, the joiner can combine simple wooden boards with wooden spigots and fittings, to manufacture all kinds of useful goods, including pistols and crossbows.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Cutter	Joiner's	-
2	Carpenter	Joiner's	-
3	Turner	Joiner's, turner's	-
4	Joiner	Joiner's, turner's	-
5	Master turner	Joiner's, turner's, sawmill	-
6	Craftsman joiner	Joiner's, turner's, sawmill	+1 AP



The joiner's

Employees: max. 2 apprentice / journeyman carpenters
 Storage slots: max. 4 for raw materials, max. 2 for products
 Other rooms: none
 Intermediate product: wooden spigot
 Finished products: walking stick, protective cross



The turner's

Employees: max. 3 apprentice / journeyman carpenters
 Storage slots: max. 7 for raw materials, max. 4 for products
 Other rooms: none
 Intermediate product: wooden spigot
 Finished products: in addition: comb, pistol



The sawmill

Employees: max. 4 apprentice / journeyman carpenters
 Storage slots: max. 8 for raw materials, max. 6 for products
 Other rooms: none
 Intermediate product: wooden spigot
 Finished products: in addition: nobleman's staff, crossbow



The stone mason

A stone mason is adept at grinding out precious products such as stone soldiers or even diamonds from a variety of stones.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Bricklayer	Bricklayer's	-
2	Master bricklayer	Bricklayer's	-
3	Supervisor	Bricklayer's, stone cutter's	-
4	Stone cutter	Bricklayer's, stone cutter's	-
5	Stone mason	Bricklayer's, stone cutter's, stone mason's hut	-
6	Building master	Bricklayer's, stone cutter's, stone mason's hut	+1 AP



The bricklayer's

Employees: max. 2 apprentice / journeyman stone masons
 Storage slots: max. 3 for raw materials, max. 2 for products
 Other rooms: none
 Intermediate product: sanding block
 Finished products: grindstone, spinning top



The stone cutter's

Employees: max. 3 apprentice / journeyman stone masons
 Storage slots: max. 7 for raw materials, max. 4 for products
 Other rooms: none
 Intermediate product: sanding block
 Finished products: in addition: stone soldier, slate board



The stone mason's hut

Employees: max. 4 apprentice / journeyman stone masons
 Storage slots: max. 8 for raw materials, max. 6 for products
 Other rooms: none
 Intermediate product: sanding block
 Finished products: in addition: diamond, lucky stone



The alchemist

Alchemists can produce the most wonderful tinctures from a variety of herbs. These include endurance drink and Faust's elixir. To the anger of the town guard, however, the alchemist also supplies robbers and thieves with effective explosive elixirs.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Tincture mixer	Tinctury	-
2	Tincture trader	Tinctury	-
3	Chemist	Tinctury, herb shop	-
4	Herb trader	Tinctury, herb shop	-
5	Sorcerer	Tinctury, herb shop, alchemist's parlour	-
6	Alchemist	Tinctury, herb shop, alchemist's parlour	+1 AP



The tinctury

Employees: max. 3 initiates / acolytes
 Storage slots: max. 4 for raw materials, max. 2 for products
 Other rooms: none
 Catch animals: none
 Look for herbs: jasmin, lavender
 Intermediate product: paint
 Finished products: endurance drink, bomb



The herb shop

Employees: max. 4 initiates / acolytes
 Storage slots: max. 8 raw materials, max. 4 for products
 Other rooms: laboratory, musty cellar
 Catch animals: toad eye, bat's blood, spiders' legs
 Look for herbs: jasmin, lavender, wild rose
 Intermediate product: paint
 Finished products: in addition: Faust's elixir, pot grenades



The alchemist's parlour

Employees: max. 4 initiates / acolytes
 Storage slots: max. 8 raw materials, max. 6 for products
 Other rooms: laboratory, musty cellar
 Catch animals: toad eye, bat's blood, spiders' legs
 Look for herbs: jasmin, lavender, wild rose
 Intermediate product: paint
 Finished products: in addition: toad slime, stink bomb



The perfumer

A perfumer, also known as a scent mixer, can make the most effective scents from herbs, such as musk scent. But he is also extremely capable at producing poisonous vapours, which may be used as a weapon.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Boiler	Boilery	-
2	Scent mixer	Boilery	-
3	Scent trader	Boilery, scent workshop	-
4	Perfumer	Boilery, scent workshop	-
5	Master perfumer	Boilery, scent workshop, perfumery	-
6	Master of scents	Boilery, scent workshop, perfumery	+1 AP



The boilery

Employees: max. 3 apprentice / journeyman fragranciers
 Storage slots: max. 4 for raw materials, max. 2 for products
 Other rooms: none
 Look for herbs: jasmin, lavender
 Intermediate product: polish
 Finished products: bloom of discord, poison dagger



The scent workshop

Employees: max. 4 apprentice / journeyman fragranciers
 Storage slots: max. 8 raw materials, max. 4 for products
 Other rooms: none
 Look for herbs: jasmin, lavender, wild rose
 Intermediate product: polish
 Finished products: in addition: Dartagnan's scent, musk scent



The perfumery

Employees: max. 4 apprentice / journeyman fragranciers
 Storage slots: max. 8 raw materials, max. 6 for products
 Other rooms: none
 Look for herbs: jasmin, lavender, wild rose
 Intermediate product: polish
 Finished products: in addition: sacred scents, shadow dagger



The landlord

On the one hand, the landlord runs his tavern, where the citizens meet in the evening for a drink or even a dice game. On the other hand, however, he can produce a range of popular beers, spirits and liqueurs.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Adulator	Tavern	-
2	Restaurateur	Tavern	-
3	Publican	Tavern, public house	-
4	Landlord	Tavern, public house	-
5	Innkeeper	Tavern, public house, inn	-
6	Patron	Tavern, public house, inn	+1 AP



The tavern

Employees: max. 2 barmen / cooks
 Storage slots: max. 3 for raw materials, max. 2 for products
 Other rooms: none
 Intermediate product: ethanol
 Finished products: wholegrain meal, weak beer



The public house

Employees: max. 3 barmen / cooks
 Storage slots: max. 4 raw materials, max. 4 for products
 Other rooms: none
 Intermediate product: ethanol
 Finished products: in addition: strong beer, Drunkard Brew beer



The inn

Employees: max. 4 barmen / cooks
 Storage slots: max. 7 raw materials, max. 6 for products
 Other rooms: none
 Intermediate product: ethanol
 Finished products: in addition: skullfire, herbal liqueur



The thief

As a thief, you mostly earn your money from other citizens' carelessness. Either you break into a building that you have thoroughly scouted out beforehand, send your people on a purse cutting tour, or have someone kidnapped in order to receive a high ransom.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Fence	Smugglers' hole	-
2	Master fence	Smugglers' hole	-
3	Forger	Smugglers' hole, hide-out	-
4	Master forger	Smugglers' hole, hide-out	-
5	Pickpocket	Smugglers' hole, hide-out, thieves' guild	-
6	Master thief	Smugglers' hole, hide-out, thieves' guild	+1 AP



The smugglers' hole

Employees: max. 4 apprentice / journeyman thieves
 Other rooms: storeroom



The hide-out

Employees: max. 6 apprentice / journeyman thieves
 Other rooms: storeroom, prison



The thieves' guild

Employees: max. 8 apprentice / journeyman thieves
 Other rooms: storeroom, prison



The preacher

As the spiritual shepherd of all believers of his denomination, a preacher can hold sermons about disliked people in the town, collect donations, hear confessions and sell indulgences for a profit. In addition, valuable documents can be prepared in the scriptorium of the church.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Lay preacher	Church	-
2	Student	Church	-
3	Preacher	Church, abbey	-
4	Local councillor	Church, abbey	-
5	Pastor	Church, abbey, cathedral	-
6	Priest	Church, abbey, cathedral	+1 AP



The church

Employees: max. 2 church helpers / servers
 Storage slots: max. 3 for raw materials, max. 2 for products
 Other rooms: confessional room, bell tower
 Intermediate product: paper
 Finished products: poem, On Talents 1



The abbey

Employees: max. 3 church helpers / servers
 Storage slots: max. 6 raw materials, max. 4 for products
 Other rooms: confessional room, bell tower
 Intermediate product: paper
 Finished products: in addition: tirade of hatred, letter from Rome



The cathedral

Employees: max. 4 church helpers / servers
 Storage slots: max. 8 raw materials, max. 6 for products
 Other rooms: confessional room, bell tower
 Intermediate product: paper
 Finished products: in addition: handicraft certificate, On Talents 2



The money lender

The owner of a banking house can conduct profitable money exchange into other currencies – particularly important for traders – and give high interest credit.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Money teller	Money exchange	-
2	Money exchanger	Money exchange	-
3	Money lender	Money exchange, money lender	-
4	Financier	Money exchange, money lender	-
5	Banker	Money exchange, money lender, banking house	-
6	Maeceenas	Money exchange, money lender, banking house	+1 AP

With every building level, the money lender gains access to certain improvements for his business. In contrast to all other businesses, he can even earn additional action points each round.

As with the trader, the money trader does not need to appoint any employees in his business.



The trader

The trader does not own his own workshop. This allows him to conduct long distance trade with other towns and import sought after goods for a cheap price, or export them for a profit.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Rag-and-bone man	Storage shed	-
2	Trader	Storage shed	-
3	Merchant	Storage shed, storage house	-
4	Long distance travelling salesman	Storage shed, storage house	-
5	Long distance salesman	Storage shed, storage house, storage hall	-
6	Magnate	Storage shed, storage house, storage hall	+1 AP



The storage shed

Employees: none
 Storage slots: max. 8 for raw materials and products
 Other rooms: none



The storage house

Employees: none
 Storage slots: max. 12 for raw materials and products
 Other rooms: none



The storage hall

Employees: none
 Storage slots: max. 16 for raw materials and products
 Other rooms: none



The robber

From the base of his fortress in the surrounding area of the town, the chief robber can carry out malicious attacks on buildings and goods transports with his men. However, extorting protection money is also a tool of his trade.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Scoundrel	Robber baron's fortress	-
2	Villain	Robber baron's fortress	-
3	Footpad	Robber baron's fortress	-
4	Highwayman	Robber baron's fortress	-
5	Robber	Robber baron's fortress	-
6	Robber baron	Robber baron's fortress	+1 AP



Robber baron's fortress

Employees: max. 8 apprentice robbers / companions
 Storage slots: max. 12 for raw materials and products
 Other rooms: thieves' tent, tunnel



The guardsman

It is the guardsman's responsibility, along with his men, to ensure the security of the town and surrounding area. His duties include not only patrols and business inspections, but also raids on the hiding places of robbers and thieves.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Corporal	Guard house	-
2	Sergeant	Guard house	-
3	Lieutenant	Guard house, town watch	-
4	First lieutenant	Guard house, town watch	-
5	Captain	Guard house, town watch, garrison	-
6	Major	Guard house, town watch, garrison	+1 AP



The guard house

Employees: max. 4 town bailiffs / mercenaries
 Other rooms: weapons chamber



The town watch

Employees: max. 6 town bailiffs / mercenaries
 Other rooms: weapons chamber



The garrison

Employees: max. 8 town bailiffs / mercenaries
 Other rooms: weapons chamber

Change occupation

If you would like to change your character's occupation, you can do this via your privileges. However, you will need eight action points.

14.2) Seats of office



In each game of "THE GUILD", there are 30 civic and 6 honorary offices you may hold. To acquire a civic office, you must have civic rights, which your character will only be offered for purchase when your fortune reaches a certain level and only after the first year. Honorary offices, on the other hand are bestowed by a guild or community.

Initially, a character may only apply for an office from the first stage. If he holds or has held an office from the first stage, he may apply for an office from the second stage, and so on – but he may not apply for an office from the same or a lower stage.

When your character fulfils the necessary requirements, you will receive notification specifying the offices you may apply for in the registry of the town hall. Remember, however, that you may only submit one application per round.

Characters who hold an office have access to certain privileges and, in addition, are granted an expense allowance at the end of each round.

Holding an office also gives your character additional assignments that he completes “on the side”, so that you the player do not have to worry about them.

The archbishop

The archbishop is the highest representative of the church in the town, and as such, determines the official religion. Rumour has it that, once the archbishop has received the holy consecration for his office, he can even perform miracles...

Privileges

1. Office income
2. Joint appointment of privy councillor, colonel and grand inquisitor with the court councillor
3. Petitions for removal in the state authority
4. Low-cost training: rhetoric
5. Convert the people
6. Counter-espionage
7. Perform miracles

Legislation

- ### 1. Town faith

The bishop

The bishop is the head of the “chapter” – the council of all the representatives of the church of the official town faith. He sets the church tithe and enjoys absolute immunity from every secular accusation.

Privileges

1. Office income
2. Sole appointment of the prefect and inquisitor
3. Petitions for removal in the church authority
4. Low-cost training: rhetoric

5. Immunity from accusations
6. Exchange offices of prefect and inquisitor
7. Convert the people

Legislation

- ### 1. Church tithe

The building master

The building master is responsible for the public buildings of the town, and also sets the level of the building costs for all new buildings.

Privileges

1. Office income
2. Petitions for removal in the town council
3. Civic building activities
4. Reduced building costs

Legislation

- ### 1. Building price level

The council assistant

The council assistant is answerable to the town council, the church authorities and the state authorities. His tasks are primarily running errands and making announcements in the market place.

Privileges

1. Office income
2. Sole appointment of the town clerk
3. Petitions for removal in the town servants' chamber

The council informer

The council informer has the most information about the events in the town – however, he is under a holy oath never to use this information for his own purposes.

Privileges

1. Office income
2. Sole appointment of the informer
3. Petitions for removal in the informants' chamber

The court councillor

The court councillor, with the support of the privy councillor and the colonel, sees to the peace and order of the town's area of rule.

Privileges

1. Office income
2. Joint appointment of court councillor, colonel and grand inquisitor with the archbishop
3. Petitions for removal in the state authority
4. Cheap malice
5. Expel a worker
6. Bewitch

Legislation

1. Income level
2. Use of perfume

The chief robber

The honorary title of chief robber is granted by the assembly of thieves and robbers at regular intervals to the one who has achieved the relatively largest financial success of all guild members.

Privileges

1. Office income
2. Low-cost training: combat

The colonel

The colonel is answerable to the court councillor. He takes care of security in the town and the surrounding area. It is also his task to put down uprisings.

Privileges

1. Office income
2. Petitions for removal in the state authority
3. Low-cost training: combat
4. Spymaster
5. Interrogation

Legislation

1. Theft
2. Waylaying of transports

The customs master

The customs master sets the amount of the duties to be paid at the town gates. In the evenings, after the town gates are closed, he receives the customs fees, counts the takings and passes them on to the treasurer.

Privileges

1. Office income
2. Petitions for removal in the town council

Legislation

1. Import duty

The deacon

The deacon is the right hand of the inquisitor. Often, it is thanks to his efforts that a shameful heretic is brought to just punishment by the holy inquisition...

Privileges

1. Office income
2. Petitions for removal in the church authority
3. Bewitch
4. Summon the inquisition

Legislation

1. Books and lampoons
2. Use of potions

The dungeon master

The dungeon master is responsible for the debtor's prison, the oubliette, the dungeons and the torture chamber. He also personally performs the "questioning under torture" for a just determination of the truth.

Privileges

1. Office income
2. Petitions for removal in the church authority
3. Feign torture
4. Release prisoners early

Legislation

1. Thrashing

The fencing master

The training of the town militia is the responsibility of the fencing master, so that they know how to hold their ground during an attack by incendiary mercenaries.

Privileges

1. Office income
2. Sole appointment of the guardsman
3. Petitions for removal in the town bailiffs' chamber

The grand inquisitor

The grand inquisitor takes care of the spiritual purity of the Christian community. He presides over the tribunal of the inquisition of the town and can, therefore, beg forgiveness for the salvation of a sinner with the clergy.

Privileges

1. Office income
2. Petitions for removal in the state authority
3. Cheap malice
4. Beg forgiveness
5. Counter-espionage
6. Generate hatred between 2 people

Legislation

1. Severity of the law
2. Torture

The guardsman

The guardsman is captain of the watch on the town's gates and walls.

Privileges

1. Office income
2. Sole appointment of both night watchmen
3. Petitions for removal in the town bailiff's chamber

The informer

In order to fulfil his mission as "tracker of shameful intrigues against those in high places", the informer regularly moves in the circles of the town's upper classes – and therefore must always watch his back...

Privileges

1. Office income
2. Sole appointment of both spies
3. Petitions for removal in the informants' chamber

The inquisitor

The inquisitor sees to it that the town is free of apostasy and heresy.

Privileges

1. Office income
2. Joint appointment of tax collector, dungeon master and deacon with the prefect
3. Petitions for removal in the church authority
4. Cheap malice
5. Counter-espionage
6. Interrogation

Legislation

1. Blackmail
2. Kidnapping

The judge

The judge presides over all trials in the town and, therefore, enjoys complete secular immunity.

Privileges

1. Office income
2. Joint appointment of building, lease and customs master with the treasurer
3. Petitions for removal in the town council
4. Immunity from accusations

Legislation

1. Bribery

The lease master

The lease master sets the amount of the leasing fees for the civic buildings and oversees their leases – for a not exactly small portion of the fees, of course...

Privileges

1. Office income
2. Petitions for removal in the town council
3. Share of the rents

Legislation

1. Lease price level

The master of the joiners' guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges

1. Office income
2. Low-cost training: handicraft

The master of the perfumers' guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges

1. Office income
2. Low-cost training: handicraft

The master of the smiths' guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges

1. Office income
2. Low-cost training: handicraft

The master of the stone mason's guild

The honorary title of guild master is granted at regular intervals to the member of "THE GUILD" who has achieved the relatively greatest financial success in the preceding years.

Privileges

1. Office income
2. Low-cost training: handicraft

The mayor

The mayor is the head of all the town's officials. He is the highest and most respected worthy of the town council.

Privileges

1. Office income
2. Sole appointment of the treasurer and judge
3. Petitions for removal in the town council
4. Immunity from accusations
5. Civic building activities
6. Exchange offices of and judge

Legislation

1. Sales tax
2. Guild tax

The night watchman

The task of the night watchman is to keep an eye on the nocturnal activities in the town. With the bell in his tower, he warns the inhabitants of terrible disasters and attacks by hostile mercenary armies.

Privileges

1. Office income
2. Petitions for removal in the town bailiffs' chamber

The prefect

The prefect is answerable to the bishop and serves him by monitoring the clerical order in the town.

Privileges

1. Office income
2. Joint appointment of tax collector, dungeon master and deacon with the inquisitor
3. Petitions for removal in the church authority
4. Spymaster
5. Counter-espionage
6. Interrogation

Legislation

1. Threatening
2. Duel

The prince of thieves

The honorary title of prince of thieves is granted by the assembly of thieves and robbers at regular intervals to the one who has achieved the relatively largest financial success of all guild members.

Privileges

1. Office income
2. Low-cost training: stealth

The privy councillor

The privy councillor is the right hand of the court councillor. His task is to track down all seditious citizens and mete out their just punishment so that no unrest will arise in the town.

Privileges

1. Office income
2. Petitions for removal in the state authority
3. Expel a worker
4. Bewitch
5. Summon the inquisition

Legislation

1. Insult
2. Sabotage

The sovereign

The sovereign is the highest official in the town.

Privileges

1. Office income
2. Sole appointment of the court councillor and archbishop
3. Petitions for removal in the state authority
4. Immunity from accusations
5. Exchange offices of court councillor and archbishop
6. Make peace between 2 people

The spy

Whenever the council informer requires information about an inhabitant of the town, the spy can get it for him.

Privileges

1. Office income
2. Petitions for removal in the informants' chamber

The tax collector

The tax collector sees to it that every resident of the town pays his taxes fully and on time. He also sets the amount of usurious interest.

Privileges

1. Office income
2. Petitions for removal in the church authority

Legislation

1. Usurious interest

The town clerk

Civic dispatches, essays and statute books all fall into the area of responsibility of the town clerk. He is, in addition, responsible for the municipal archives.

Privileges

1. Office income
2. Sole appointment of both town servants
3. Petitions for removal in the town servants' chamber

The town servant

The town servant is responsible for the less important tasks in the town hall. These include getting things ready for official meetings, receiving and escorting important guests, supervising the servants and, of course, arranging "bathing trips".

Privileges

1. Office income
2. Petitions for removal in the town servants' chamber

The treasurer

The treasurer manages the town treasury and oversees all of the town's financial transactions. He also sets the price level for rents and the inheritance tax.

Privileges

1. Office income
2. Joint appointment of building, lease and customs masters with the judge
3. Petitions for removal in the town council
4. Reduced building costs
5. Embezzle money

Legislation

1. Rent price levels
2. Inheritance tax

14.3) Buildings

Building level

With the exception of residences and businesses in the surrounding area, every building has three building levels. The principle here is: the higher the building level, the more options available in the building and the better the improvements that can be made. So, for example, handicraft businesses with a higher building level have a larger range of products available and service businesses are visited by more guests.

Security level

Buildings also vary in their security level. So it is more difficult for spies and thieves to force their way into a banking house than into a handicraft business.

The security level of a building increases on the one hand with the building level, and on the other through burglary protection improvements.

Building condition

Every building has a value, which indicates its condition. When a building is built, it has a conditions of 100 per cent. Over the course of time – as well as through sabotage – the condition deteriorates.

The building condition effects the value of the building and the effectiveness of all improvements. So, if the condition is 50 per cent, any improvements will only have an effectiveness of 50 per cent.

To raise the condition of a building again, you can have it renovated.

Businesses in the town

These buildings include all handicraft businesses, service businesses, merchants' businesses and military installations.

Handicraft businesses

These buildings include all workshops of the smiths, joiners, stone masons, alchemists and perfumers.

Service businesses

All businesses of the landlords and preachers fall into this category.

Merchants' businesses

This category includes all traders' and money lenders' buildings.

Military installations

This type of business includes all buildings belonging to thieves, robbers and the town watch.

Businesses in the surrounding area

These businesses are located way outside the protective town walls. Carts that are sent from here on the way to town or on the way to a business in the surrounding area, always run the risk of being held up by highwaymen. Buildings in the surrounding area have no individual building levels.

The mine

All kinds of crude ores and rough precious stones are mined here, before being processed into iron, silver, gold and valuable precious stones on site.

The quarry

The quarry is a source of clay, granite and slate. These are then baked or hewn to make bricks, granite blocks and slate tiles.

The woodland area

Here, the trees chopped down in the woodland area are sawn down into pinewood, beechwood and oakwood boards.

The robber baron's fortress

Although the robbers' hideaway is strictly a military installation, it is still classed as a business in the surrounding area.

Public buildings

Public buildings are commissioned by the mayor and the civic building master. They can neither be sold nor let.

The market place

The market place is generally located in the heart of the town. You can purchase or sell goods at the individual market stands, and view the announcements on the notice board.

The town hall

The town hall is the place where the official go about their duties. The mayor is responsible for the upgrading of the town hall at the cost of the town treasury.

The rostrum

If a bard should pass into town, you can listen to a poem read out to the crowd from the rostrum at the place of execution.

Poems have a range of effects, such as improvement in talents.

Workers' accommodation

This is where the decent working people – the majority of the town's population – live. These buildings are built by the mayor of a town.

There are three levels of workers' accommodation, which can house an increasing number of inhabitants:

Workers' hut	=	up to 8 inhabitants
Workers' cottage	=	up to 12 inhabitants
Workers' house	=	up to 20 inhabitants

Guild houses

A guild house is constructed as soon as a guild has been formed. After that, the current guild master is responsible for the upgrading of the building.

The prison

The prison "houses" all those convicted of a crime. The dungeon master of the town is responsible for the upgrading of the prison at the cost of the town treasury.

The well

There are numerous wells in a town. They are particularly necessary for fighting fires and the hygiene of the town. The civic building master is responsible for the building and upgrading of wells at the cost of the town treasury.

The town wall / Town gates

The town wall can neither be extended nor upgraded. It designates the limits of the town and thus the building areas available. The town gates, on the other hand, allow trade to be conducted with the surrounding area and other towns.

14.4) Improvements

Improvements are objects that can be installed in or at a building. The improvements permitted depend upon the building level and – at residences – the number of rooms available.

Some improvements can be installed via the "building options", whilst others can are only available in the interior rooms.

Accident protection

Accidents happen every day. But if you want to reduce work accidents in your workshop to a minimum, you should quickly improve it with objects that will protect your employees from injury – these include an apron for the smiths and a pipette for the perfumery.

Action points bonus

All objects that relieve a character of work – such as an employment tract – bring additional action points.

Burglary protection

To prevent uninvited guests from snooping around your building or even taking some souvenirs, there are always objects available to improve your building and make the crooks' life more difficult. These objects include, for example, an iron door and a wall.

Divine blessing

The divine blessing is particularly important for owners of a church, and guarantees them the goodwill of the Lord. To earn this, they can improve their churches with such useful items as a Picture of the Virgin Mary.

Faster currency acquisition

Items such as a coin chest are particularly useful for the money exchanger's business, and allow him quicker access to the foreign currencies required.

Faster transport speed

Fast transport of goods shipments is vital for survival in trading. To increase transport speed, there are items such as a block and tackle and various shafts available.

Higher guest revenue

A high guest revenue is the bread and butter of every landlord. A high amount of guests is also very useful for the owner of a church, as this is reflected in the sales of indulgences and the donation box. Guests can be attracted by such items as leather stools.

Improved combat skills

Improvements such as a supply of spirits will greatly improve the motivation of the men in your military installation to defend the building.

Improved camouflage

He who belongs to the darker figures of a town must always ensure that his hide-out is not easily discovered. He can do this with improvements such as a lookout or camouflage for the archway.

Improvement in health

To improve the health of your character, his spouse and his children, there are useful improvements such as a chimney and panelling.

Improvement in training status

To train the employees at your military installation to be more effective, you should install, for example, a scarecrow or a target.

Increased yield of herbs

To process the herbs found in the best possible way, alchemists and perfumers can improve their businesses with all kinds of useful equipment, such as the screw press and the retort.

Kidnap opportunity

This improvement makes it easier for thieves to kidnap a person in order to extort a ransom. These include, for example, thieves' writing paper and the patrician bed.

Productivity bonus

Your employees will work far more efficiently if you improve your workshop with the some of the range of work materials such as tongs and hammers.

Standing bonus

A character's standing does not only improve through his deeds, but can also improve through a magnificent residence. Lawns and statues, for example, will see to it that your property attracts plenty of admiring glances.

14.5) Range of goods

Generally, goods can be bought at the market place or directly from the manufacturer, whether they be raw materials, intermediate or end products – although the manufacturer can refuse to sell to you (Lock storage slot, see: 9) Trading goods and the Market Place).

The range of goods of your town is always limited to the goods that are manufactured in the town or imported by a long-distance trader. So if, for example, there is no abbey in the town, it is highly improbable that there will be any tirade of hatred. That will change as soon as a church is upgraded to an abbey, from which time tirades of hatred will also be sold at the market place.

All items, including raw materials, intermediate products, wholegrain meal, weak beer and weapons can be placed and used in the inventory. Items with a specific duration of usage will show a percentage when they are used in the inventory bag. All other items disappear after they are used. Items of the same kind can only be used once per round.

A maximum of three items of the same kind can be stored in each of the six boxes in the inventory bag at any one time.

Raw materials



Beechwood board

Beechwood boards are made from the trunks of beech trees. They are sturdy and weatherproof.

Manufacturer:

Woodland area



Precious stone

Precious stones are cut from raw precious stones in the mine. They are required by the stone mason to produce diamonds.

Manufacturer:

Mine



Oakwood board

These superior wood boards are sawn from the robust trunks of oak trees in the woodland area. They are very sturdy and durable.

Manufacturer:

Woodland area



Iron

The iron ore unearthed in the mine is smelted to produce the most important raw material for a blacksmith: iron.

Manufacturer:

Mine



Bat's blood

The musty cellar of the alchemist is home to bats, whose blood is required for some of his recipes.

Manufacturer:

Alchemist (Catch animals)



Barley

Barley is required by the publican for his meals, beers and liqueurs.

Manufacturer:

Market place (Imports)



Gold

Gold is produced at the mine from gold ore. Scarcely affordable for righteous citizens, it is used by the wealthy to display and increase their wealth.

Manufacturer:

Mine



Granite block

Granite is an extremely durable type of stone, often used for the houses of rich merchants. Granite blocks are produced from raw granite at the quarry.

Manufacturer:

Quarry



Jasmin

The blooms of the delicate jasmin shrub are used in many a perfume and elixir.

Manufacturer:

Alchemist, perfumer (Look for herbs)



Pinewood board

These wooden boards are sawn from felled pine trees in the woodland area. They are not entirely sturdy, but are still used for certain functional objects.

Manufacturer:

Woodland area



Toad eye

In his musty cellar, the alchemist can trap toads and use their eyes his mixtures.

Manufacturer:

Alchemist (Catch animals)



Lavender

Lavender is quite beautifully smelling herb that finds its way into many scent mixtures and potions.

Manufacturer:

Alchemist, perfumer (Look for herbs)



Musk

This ingredient is obtained from animal scents. However, since this practice is not very widespread, this raw material can only be found at the market place.

Manufacturer:

Market place (Imports)



Rye

This type of cereal is required by the publican for the producing meals and certain beers and liqueurs.

Manufacturer:

Market place (Imports)



Slate tile

Slate tiles are produced from raw slate at the quarry. They are used as the main component in slate roofs when building houses.

Manufacturer:

Quarry



Silver

A whole variety of items of jewellery are produced from this precious metal. It is obtained from silver ore at the mine.

Manufacturer:

Mine

**Spiders' legs**

For some of his brews, the alchemist requires the legs of spiders. He can find these in the musty cellar of his business.

Manufacturer: Alchemist (Catch animals)

**Wild rose**

The blooms of the wild rose give off the most wonderful scent. It is, therefore, used in all scents and potions intended to have a particularly "attractive" effect...

Manufacturer: Alchemist, perfumer (Look for herbs)

**Brick**

Bricks are produced at the quarry from the clay extracted there. They are used by the stone mason to produce sanding blocks.

Manufacturer: Quarry

Intermediate products

**Fittings**

Fittings are used as hinges, for reinforcement or for decoration.

Manufacturer: Foundry, smithy, goldsmith's

Raw materials needed: 2 x iron

**Paint**

Paint is required for use as ink for writing books. It is also used to embellish some workpieces.

Manufacturer: Tinctury, herb shop, alchemist's, parlour

Raw materials needed: 1 x lavender, 1 x jasmine

**Wooden spigots**

Wooden spigots are dried out and used to connect pieces of wood. Water is then added, so that they expand and provide a seamless connection.

Manufacturer: joiner's, turner's, sawmill

Raw materials needed: 1 pinewood board, 1 beechwood board

**Paper**

Individual pieces of writing and entire books are written on paper — clay tablets are just too unmanageable...

Manufacturer: Church, abbey, cathedral

Raw materials needed: 1 pinewood board, 1 beechwood board

**Polish**

Polish can bring a bright shine to workpieces made of metal, wood and stone. Polish can also be used as a replacement for scent mixtures and potions, if you want these to have a stronger effect.

Manufacturer: Boilery, scent workshop, perfumery

Raw materials needed: 1 x lavender, 1 x jasmine

**Sanding block**

A sanding block is needed to grind away the rough surfaces and sharp edges on workpieces.

Manufacturer:

Raw materials needed: Bricklayer's, stone cutter's, stone mason's hut

1 brick, 1 granite block

**Ethanol**

Ethanol is pure one hundred per cent alcohol. It acts as a base substance for many potions and scent mixtures, but is also found in some beers and liqueurs.

Manufacturer:

Raw materials needed: Tavern, public house, inn

1 barley, 1 rye

Finished products

**Crossbow**

Although gun powder has been discovered, the crossbow remains the most potent weapon for long-range fighters. They can only be used by mercenaries.

Manufacturer: Sawmill

Raw materials needed: 2 x iron, 2 oakwood boards, 2 wooden spigots, 2 fittings

**Endurance drink**

An endurance drink gives its user 2 extra APs.

Manufacturer: Tinctury, herb shop, alchemist's parlour

Raw materials needed: 2 x jasmine, 1 x lavender

**Letter from Rome**

Using this letter will allow you to blacken the name of a competitor with three random officials of the same faith as a blasphemer. This will cause his favour with these three people to decrease by 5%.

Manufacturer: Abbey, cathedral

Raw materials needed: 2 x paper, 2 x silver, 1 x gold

**Bloom of discord**

This underhanded potion will make two people you dislike into enemies of each other.

Manufacturer: Boilery, scent workshop, perfumery

Raw materials needed: 2 x lavender, 1 x jasmine

**Bomb**

When well placed, this awful weapon of thieves can injure many opponents at the same time with its violent, explosive power.

Manufacturer: Tinctury, herb shop, alchemist's parlour

Raw materials needed: 1 x iron, 1 x paint

**Dartagnan's scent**

The wearer of Dartagnan's scent will frighten his opponent so much at a duel, that his accuracy will be severely affected.

Manufacturer: Scent workshop, perfumery

Raw materials needed: 2 x jasmine, 1 wild rose, 1 x polish

**Diamond**

If your character wears a diamond on his clothing, his standing will improve with all officials of the state authority by 7 per cent for 3 rounds.

Manufacturer: stone mason's hut
Raw materials needed: 2 precious stones, 2 x gold, 1 sanding block

**Dagger**

This simple stabbing weapon is part of the basic equipment of every military unit (thieves, robbers and mercenaries). It is not produced by any business and can neither be bought nor sold.

Manufacturer: -
Raw materials needed: -

**Weak beer**

Weak beer is there purely and simply to quench the thirst of the visitor to a public house. However, it can also be sold at the market for a profit.

Manufacturer: Tavern, public house, inn
Raw materials needed: 1 x barley, 1 x ethanol

**Faust's elixir**

This potion is the "elixir of life", although it is tantamount to making a pact with the devil. For he who drinks the contents of this little bottle is sure to receive a bonus of 10 per cent on his health – and thus extend his life-time...

Manufacturer: Herb shop, alchemist's parlour
Raw materials needed: 2 x lavender, 1 x paint, 1 wooden spigot

**Drunkard brew beer**

If your character drinks this beer, nobody will dare challenge him to a duel, kidnap him or thrash him, for a whole round – but your character will also lose 50 per cent of his skills in rhetoric for a whole round...hic...

Manufacturer: Public house, inn
Raw materials needed: 2 x barley, 2 x rye, 1 wooden spigot

**Poem**

A poem can increase your character's favour with a member of the opposite sex by 5 per cent.

Manufacturer: Church, abbey, cathedral
Raw materials needed: 1 x paper

**Walking stick**

Using a walking stick will bring a character a bonus of 1 AP per round for 4 rounds.

Manufacturer: Joiner's, turner's, sawmill
Raw materials needed: 2 pinewood boards, 1 beechwood board

**Poison dagger**

The poison dagger is the cowardly weapon of thieves. When used on a person, it delivers a poison directly into the bloodstream, thus causing further damage.

Manufacturer: Boilery, perfumery
Raw materials needed: 1 x iron, 1 x polish

**Lucky stone**

The user of a lucky stone will receive a standing bonus of 15 per cent with all officials of the state authority for a whole round.

Manufacturer: stone mason's hut
Raw materials needed: 2 slate tiles, 2 granite blocks, 1 x gold, 2 sanding blocks

**Gold chain**

A magnificent gold chain will improve its wearer's standing with all officials of the state authority by 7 per cent for 3 rounds.

Manufacturer: goldsmith's
Raw materials needed: 2 x gold, 1 precious stone, 1 sanding block, 1 x polish

**Long sword**

The long sword can only be used by mercenaries. And if the user has sufficiently high skills in the combat talent, then it becomes the deadliest of all weapons.

Manufacturer: Smithy, goldsmith's
Raw materials needed: 3 x iron, 2 oakwood boards, 2 x polish

**Metaphysical belt**

Wearing this belt is rewarded with a bonus of one star in the combat talent for three rounds.

Manufacturer: goldsmith's
Raw materials needed: 1 x iron, 2 x silver, 2 fittings, 2 x paint

**Handicraft certificate**

A handicraft certificate improves your standing with all employees of your business by 10 per cent for 3 rounds.

Manufacturer: Cathedral
Raw materials needed: 2 x paper, 2 oakwood boards, 1 x paint, 1 x silver

**Tirade of hatred**

This piece of writing will turn two of your competitors into enemies of each other. Each character's favour will fall by 10 per cent with the other.

Manufacturer: Abbey, cathedral
Raw materials needed: 1 x paper, 1 beechwood board, 1 paint

**Sacred scent**

This perfume surround its wearer with an "aura of sacredness". If your character is convicted by the court, he can expect a much milder punishment.

Manufacturer: Perfumery
Raw materials needed: 2 x lavender, 1 x polish, 1 x ethanol, 3 wild roses

**Comb**

A comb increases its user's standing with all town servants, town bailiffs and informants by 10 per cent for five rounds.

Manufacturer: Turner's, sawmill
Raw materials needed: 1 oakwood board, 1 x gold, 2 wooden spigots

**Wholegrain meal**

This nutritious porridge is frequently enjoyed by visitors to a tavern – although that is its only use...

Manufacturer: Tavern, public house, inn
Raw materials needed: 1 x barley, 1 rye

**Herbal liqueur**

A herbal liqueur can combat and cure illnesses and their negative effects.

Manufacturer: Inn
Raw materials needed: 1 x barley, 2 x ethanol, 2 x silver, 1 x paint

**Toad slime**

Toad slime is smeared on a competitor's door handle. This person will then – in all probability – contract an illness.

Manufacturer: Alchemist's parlour
Raw materials needed: 2 toad eyes, 2 spider's legs, 1 x bat's blood, 1 x paint

**Musk scent**

This perfume increases your character's standing with three random officials of the opposite sex by 5 per cent.

Manufacturer: Scent workshop, perfumery
Raw materials needed: 2 x musk, 2 x ethanol, 1 wild rose

**Pistol**

The pistol is somewhat inaccurate, but can cause great damage. It can be used by all military units (thieves, robbers and mercenaries).

Manufacturer: Turner's, sawmill
Raw materials needed: 2 x iron, 2 beechwood boards, 2 fittings

**Rapier**

This elegant stabbing weapon is the standard weapon of all military units (thieves, robbers and mercenaries) in the era of "THE GUILD".

Manufacturer: Foundry, smithy, goldsmith's
Raw materials needed: 1 x iron, 1 fitting

**Skullfire**

Pouring this strong liqueur into a disliked person's drink will cause the victim to incur deficiencies in the negotiation and rhetoric talents for one round.

Manufacturer: Inn
Raw materials needed: 1 x rye, 3 x ethanol, 2 fittings, 1 wooden spigot

**Shadow dagger**

A thief equipped with a shadow dagger gives off a scent that confuses his opponent to such an extent that he can hardly see him – even if he is extremely close.

Manufacturer: Perfumery
Raw materials needed: 2 x iron, 2 fittings, 2 ethanol, 2 wild roses

**Slate board**

A slate board allows you to instruct one of your own children in the rhetoric talent.

Manufacturer: Stone cutter's, stone mason's hut
Raw materials needed: 2 slate tiles, 1 oakwood board, 2 x paint

**Grindstone**

A grindstone improves the condition of all weapons in a military installation by 20 per cent.

Manufacturer: Bricklayer's, stone cutter's, stone mason's hut
Raw materials needed: 2 bricks, 1 granite block

**Protective cross**

A protective cross renders all lampoons against its wearer ineffective for 3 rounds – they are removed from the notice board.

Manufacturer: Joiner's, turner's, sawmill
Raw materials needed: 1 oakwood board, 1 wooden spigot

**Silver chain**

The slender silver chain improves the standing of its wearer with the town council and church authority by 10 per cent for 3 rounds.

Manufacturer: Smith, goldsmith's
Raw materials needed: 2 x silver, 1 x iron, 1 fitting

**Silver ring**

A silver ring improves the standing of its wearer by 10 per cent for 3 rounds with all town servants, town bailiffs and informants.

Manufacturer: Foundry, smithy, goldsmith's
Raw materials needed: 1 x iron, 1 x silver

**Nobleman's staff**

He who uses this splendid walking stick will receive a standing bonus of 8 per cent with all officials in the town council and church authority for four rounds.

Manufacturer: Sawmill
Raw materials needed: 2 beechwood boards, 2 x gold, 2 sanding blocks

**Strong beer**

This potent beer is given to an opponent to drink by secretly exchanging it with his weak beer. The victim subsequently incurs deficiencies in the stealth and combat talents.

Manufacturer: Public house, inn
Raw materials needed: 2 x barley, 1 x rye, 1 x ethanol

**Spinning top**

The spinning top improves the handicraft talent in a child.

Manufacturer: Bricklayer's, stone cutter's, stone mason's hut
Raw materials needed: 1 granite block, 1 sanding block

**Stone soldier**

You can use the stone soldier to improve the combat talent in your children.

Manufacturer: Stone cutter's, stone mason's hut
Raw materials needed: 1 granite block, 1 x gold, 2 sanding blocks

**Pot grenade**

The pot grenade can only be used by robbers. When thrown, it has a devastating effect on all opponents...

Manufacturer: Herb shop, alchemist's parlour
Raw materials needed: 3 x iron, 2 x paint, 1 wooden spigot



On talents I

Reading this book will improve one talent at random.

Manufacturer: Church, abbey, cathedral

Raw materials needed: 1 x paper, 1 pinewood board



On talents II

Reading this book will improve two talents at random.

Manufacturer: Cathedral

Raw materials needed: 2 x paper, 2 oakwood boards, 2 x gold, 2 fittings



Stink bomb

The stink bomb is placed within a competitor's business where it causes the employees to flee from the stench with a certain probability.

Manufacturer: Alchemist's parlour

Raw materials needed: 2 toad eyes, 2 spider's legs, 3 x bat's blood, 2 x wooden spigots

15) Playing the game

15.1) Getting started

Step 1: Visit your workshop

- At the start of the game, the camera floats above your business.
- You can now enter your business by making two left clicks on the building. This takes you into your workshop.

Step 2: In the workshop

- Hold down the "Ctrl" key to display all options in your field of view.
- Click on the production option (named differently according to the business).
- Now you can select a product for which you have the raw materials needed in your store room (left click on the raw materials, or the raw materials beneath the product, to display the name and exact number available).
- Assign some work to your apprentice by clicking on him in the information be window, and then clicking on the product. Remember! Your apprentice will not be available in the business until 8 o'clock in the morning. That is the beginning of the working day.

Step 3: Supplies

- Click on the transport option.
- Select your cart and click on "transport".
- On the 2D map, click on the market place.
- Purchase the raw materials needed one after the other, and sent your cart back to your business.

Step 4: Trading goods

- Load the goods manufactured in your business into your cart and send it to the market place.
- Sell your goods and, preferably, purchase new raw materials.

Step 5: The residence

- Go to your residence via the 2D map.
- Select "improve handicraft" or "improve negotiation" to train in your talents.

15.2) Competition

A player's aim in "THE GUILD" – whether human or computer controlled – is to become the richest and most powerful person in the town, or to complete a specified assignment. However, since every other player shares this objective, there is vigorous competition, which involves not just espionage, threatening and blackening people's names, but even thrashing and sabotage.

Envy leads to despicable acts – your competitors will not miss an opportunity to cause damage to you if you have a flourishing business and / or hold an office.

Your competitors are, as already mentioned, the heads of the seven other dynasties – whether they be human or computer controlled players. However, all other prosperous people of the town can also become opponents that should be taken seriously.

Intrigues

In the higher echelons of society in a town, enviousness and furtiveness are part of everyday life. Every character who has built up his business will be dragged into this undercurrent sooner or later.

Intrigues include evil slander and false accusations, as well as the universally popular blackmail. The aim of an intrigue is always to drag the standing and business endeavours of a competitor into the dirt.

You have plenty of options by which to do this. One is to use certain pieces of writing, such as a tirade of hatred, or a letter from Rome. Another is to use evidence that you can obtain via your spies.

Evidence book

Your evidence book is in the study of your residence. All evidence gathered by your spies against your competitors is automatically entered into this book.

Evidence is essential for threatening, blackmail and an accusation before the court.

Regulars' table

Every good public house has a regular's table, where the senior personalities of the town can be invited by the landlord. These illustrious rounds will improve your standing.

The dark corner

In some shady taverns, an unsavoury figure can be found sitting at a table cast in half-light. Perhaps you could pick up some information on your competitors...

15.3) Life and death / The dynasty

As the years progress, you should give some thought to who will take over your character's business after he dies. In order to keep your business in the family – and therefore under your control - your character must marry and have children.

Courtship

The first step towards a dynasty is courtship, as you find a prospective spouse for your character and eventually – after a successful proposal – marry.

You title and fortune will dictate which man or woman you are allowed to court and how long it will take before you can propose. To reduce your courtship time, you can give your potential future spouse a gift each round for a certain amount of money, which will improve your standing with this person. The option to give a gift during courtship can be found in your privileges. This also allows you to view the remaining courtship time.

Of course, while you are wooing your partner, other citizens of the town are doing likewise. Therefore, it is quite possible that you will lose out in your courtship to a better rival...

Bond of matrimony

When your courtship has been successful, you can finally walk up the aisle and enter the holy bond of matrimony.

Marriage not only brings the prospect of the successor you are hoping for, but also an ally who will support you against all of your enemies. And provided that you do not divorce – only possible with the title of baron or higher – then your marriage will run smoothly until your character's death.

Successor

You should pay particular attention to one of your children, because he may soon have to step into your character's shoes. To prepare him for his duties, you have the option of giving him toys as gifts, which will gradually improve his talents.

After a few years, you can send your child on an apprenticeship, where he will learn the first master grade of an occupation. Subsequently, you have the option of sending him to study in another town. Apprenticeships and studies both cost money every round. Your character's successor not only inherits your title, but also all master grades in all occupations acquired by your character to date. However, your successor must start from scratch with offices and favour.

15.4) End of the game

Even the best game has to end some time...

Winning and losing

There are no real winners or losers in "THE GUILD", since the aim of the game is simply to experience life in the medieval world of "THE GUILD". However, it could certainly be said that any player who manages to reach the year 1600 in a "free game" is a winner. And the first player to complete his assignment in an "assignment game" can celebrate a small victory in a long campaign.

16) Network game

To play a network game, you will need to be connected to a local area network (LAN). Each participant in a network game will need to own a version of the "THE GUILD".

Note: If a network connection is not successful, this may be caused by the following:

1. The server address / name is incorrect
2. There is no Guild server on the server entered
3. A firewall is blocking communication with "THE GUILD" server
4. The Windows network is not configured correctly

As a client in a network game of "THE GUILD", you can not use the following options:

1. All speeds
2. The "Esc" key and the "space bar" for pause

Start new game

A network game requires a so-called Guild server, from which a game is started. The number of players, town and assignment mode for the game can only be set from this computer.

Join an existing game

To be able to join an existing game, a Guild sever must already have been started in the network to which your computer is connected.

Resume game

This option allows you to resume a previous network game.

Chat

In a network game, you can converse with the other players by typing and sending messages to them via the chat option. You open chat by pressing the "Enter" key.

The chat option consists of a window for incoming messages and an input window, where you can type your own messages. The other players' family crests appear below. Use the left mouse button to select or deselect the players' family crests according to whether you would like them to receive your message or not.

When you have typed your message, you can send it by pressing the "Enter" key. Your message will appear on the screens of those players whose family crest was selected.

Messages in chat always appear in the colours of the respective family crest. So you can quickly recognise who has sent the message.

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Europa 1400

The Guild



MANUAL



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1) Introduction

The Diary of Ethelred Merriman

1. III. 1450

Many's the time my wife and I strolled along the street lined with fine oak trees in exuberant spirits. But today boundless sorrow has driven away any light-heartedness I have ever been fortunate enough to enjoy, for through this very street passed the cortege destined to lay my beloved wife Josephine to eternal rest. It was a long funeral procession. All my employees came and fell in line behind me and my children. The procession may have looked stately to those standing along the street and feasting their eyes upon the colourful trumpery that embellished the coach holding the coffin of my beloved one. But I did not care.

Oh I would that I could have followed my Josephine into paradise at that dreadful moment! Yet now I know that I am still needed here.

8. III. 1450

Today, like every day during the past week, I spoke a silent prayer at my beloved Josephine's grave early in the morning and in the evening. Today she heard me and imbued me with renewed courage. Josephine used to eye the magnificent country seat of my competitor Hugh Fullman somewhat wistfully – since my father John came into town and took over his uncle's smithy, the Fullman family has been at daggers with my family. And, in honour of my wife, tomorrow I shall order a country seat to be built, with a fine statue in front of it showing my Josephine in earlier days.

I am beginning to realise that my end is drawing nearer, too, but my children are still too young and inexperienced for any of them to be entrusted with my business. I have heard that a skilful alchemist can concoct a powerful potion – the brew of eternal life, I believe it is called. The alchemists in this town, however, only know the formula of Faust's elixir, which regularly causes severe diarrhoea with me. Therefore, I need my own laboratory and an alchemist able to brew this powerful potion...

7. X. 1452

The day before yesterday, my country seat was completed. A splendid building indeed. Like a little boy, I myself stood in front of it, gazing at it open-mouthed for a long time, unable to bestir myself. Besides a large living and working tract, I had a chamber with a laboratory built within. My advertisement in the town hall was promptly answered by an alchemist, who began his research into the formula for the brew of eternal life on the same day.

15. XI. 1452

My alchemist, he calls himself Frobert the Wise, has produced no results yet, though he did find a formula for a draught which, it seems, will make you fall asleep swiftly. But when I instructed him to make more of an effort and concoct the brew of eternal life – after all, I am paying him an enormous salary -, he flew into such a rage that he devastated half of my laboratory. I shall give him another month; if he hasn't found the formula by then, I shall dismiss him.

1. XII. 1452

Oh what a terrible misfortune has befallen our fair town! The Black Death came to the marketplace in the wake of a group of traders, clutching at the market folk with its claw hands. Though this happened but few days ago, every tenth person already shows the first signs of the wretched plague.

Hence, business has been going badly. The products of my foundry and my joiner's workshop find no sale, and my tavern near the market square is hardly visited anymore. I must think of something that will help my dynasty survive in these hard times.

But a good thing has happened, too. I have been offered a contract by a ragged figure to whom a strangely sickly smell clung: A pact with Death, granting that in the case of my demise I shall be revived by a well-versed necromancer to live on for up to five years. I agreed to the contract immediately, for though I long to be with my Josephine, I do know that I will have to steer my dynasty through the impending hard times before I can finally go...

9. XII. 1452

People are dying like flies. The churchyard can hardly accommodate any more corpses, and even the churchyard warden has already been snatched away. And it is his demise that shall help me save my dynasty, for the churchyard warden died without issue, and the City of London is offering the churchyard for sale. I shall hand in my sale offer first thing tomorrow morning.

I feel my strength seeping away little by little. If I am not careful, I will soon become a victim to the plague as well. At least my alchemist has two days ago found the formula for a potion that can be used against poison and strong alcohol. I am more and more convinced that there is no such thing as a brew for eternal life. But I let him continue searching for it all the same...

17. II. 1453

I would never have thought it possible that with the churchyard I could not only keep our end up, but even increase my fortune. But now, our sovereign raised me into the high nobility of the realm by naming me a duke. And that was not all: I also came up for closer consideration for the position of the sovereign's consultant on the realm level. Upon my nomination, I immediately instructed my building workers to surround my country seat with a thick wall and to erect a cannon tower as I fear that my new wealth and the influence I now have on matters of the realm will induce my competitors to take steps against my business.

29. V. 1453

This day, our sovereign has appointed me the Marshal of the Realm. This position will not only allow me to influence the government of the town council, but will also grant me immunity before the court of justice. Now, and over the next four years, I need not worry about being charged with any crimes, for my term of office as a Marshal of the Realm will be these four years exactly.

20. VIII. 1453

The extension of my country seat to a castle has been completed today. Standing resplendent high up on the tower is a huge cannon waiting to be employed. However, things have been quiet around my competitors lately so that it will probably have to wait a little longer.

My time has almost run out. I expect the Grim Reaper, who will take life's burden from me and reunite me with my beloved Josephine, almost daily. I am looking forward to it, albeit my work here has not yet been completed...

3. IX. 1453

Confound it! My alchemist had almost successfully completed an important experiment that might have brought the desired result.

But then he was interrupted by the noise coming from the nearby travelling entertainers' camp in such an unprecedented manner that there had almost been a conflagration in my castle. Thus, the leader of the travelling entertainers received my answer to his tribe's demeanour in the form of a devastating hail of bullets.

4. IX. 1453

Today, the dead body of the leader of the travelling entertainers' clan was laid to eternal rest in my churchyard. And that very afternoon, I found a blood-stained dagger at the gate to my castle – the sign of the blood feud. Will my dynasty survive this feud? I cannot say for sure, for I shall probably not live through the next night. Therefore, I have just drawn up a will appointing my eldest daughter my successor – mayhap a woman as the head of our family will act more wisely than I and my father before me have done.

I am now aware that the brew of eternal life is nothing but mere fantasy, and I am not sorry about this realisation. For I have had enough of this life. I have broken my pact with Death; even as I am writing this, the document is burning up in the flames of my fire-place. I hear the melodious voice of my Josephine calling me. She wants to have me with her, and I shall hasten to her, this very night...



2) New features

2.1) Message filter

The message filter is a mechanism to filter out certain messages you don't want to receive. That way, you will only get messages you are really interested in. You can open the message filter by clicking the small rectangular button between your financial ledger and your inventory bag at the bottom right of your panel. You can adjust the filter for the following nine kinds of messages simply by selecting the appropriate symbol:



- Law amendments



- Own improvements



- Competitors' building improvements



- Transports



- Regional transports



- Workers' accidents



- Improvements effected by master craftsmen



- Staff Decisions taken by master craftsmen



- Production in businesses managed by master craftsmen

2.2) Trade routes

This new function allows you to easily establish trade routes for each of your carts. That way, for example, new raw materials will be supplied from the market and your goods will be brought to the market and sold there at regular intervals. In order to determine trade routes for a cart and/or to edit them, enter the transport menu where your desired cart is currently located. Now click on the small icon at the bottom right of your cart. This will open a 2D map of the city with the buttons Edit waypoint, Add waypoint and Further Options at the bottom. You can also click a cart while it is moving about in the town, and then open the above-mentioned menu via the Trade routes button.

Add / Delete waypoints

Once you have selected the marketplace or a business on the 2D map, you can expand the waypoints for your cart by clicking on the Add waypoint button. Note that you can establish a maximum of 8 waypoints per cart.

To remove a waypoint, select the desired waypoint and click on the Edit waypoint button. Confirm by clicking on the Delete waypoint button in the next menu.

Edit waypoint

Click on a waypoint on the 2D map and then click on Edit waypoint. The selected cart will appear twice, once under the heading Load and once under the heading Unload. If you click on a load area of your cart under Load, you can pick up a type of goods at the selected waypoint. If you click on a load area under Unload, you can unload goods that have been loaded at a previous waypoint.

Determine frequency

The Further options button will bring you to a slider under the heading Frequency. By moving this slider up or down, you can determine how often you would like your cart to run along the trade route. There are five frequency steps: very rarely, rarely, regularly, frequently and very frequently.

Activate /Deactivate trade route

To activate or deactivate the trade route for any cart, click on the Further options button and then click on Activate or Deactivate.

As soon as the trade route has been activated, the cart will make for its first waypoint. If the route is deactivated, the cart will remain at its current location or continue to its destination and stop there.

Delete trade route

In order to remove the complete trade route for any cart, click on Further options and in the next menu click on the Delete route button.

2.3) Options for master craftsmen

Until now, you were unable to give detailed instructions to a master craftsman employed in your business. Now, the new master craftsmen options enable you to do just that. The master's certificate in your business is divided in two sections, which can be toggled with the buttons in the lower part: General and Production.

General section

The first five items in the general section have remained the same:

- The master craftsman is allowed to meddle in the business / had better stay out of it
- The master craftsman is allowed / not allowed to hire staff
- The master craftsman is allowed / not allowed to buy carts
- The master craftsman is allowed / not allowed to make improvements
- The master craftsman's annual budget

What is new here is a slider to determine the minimum selling price the master craftsman may demand for the goods your business produces. Once you have done that, the master craftsman will bring the goods to the market and sell them there only if the selling price doesn't fall short of the fixed price.

Production section

Here you can find a list of all the goods of your business, each with a slider with percentage numbers. With this slider you can determine which goods the master craftsman should have produced with priority and which ones not.

2.4) Network lobby

As soon as you have started a new network session and have selected a town, the network lobby will pop up. This is where the participants in this session meet. They can chat with each other and look up information on the session and its participants.



As soon as a player enters the lobby, he is deemed registered for a session. As soon as all players for a session have entered the lobby and have confirmed the button Ready, the session will automatically start.

Character generation

You can generate your starting character for the session by clicking on the Settings button. As in the single-player game, this is where you determine your

first name, surname, sex, belief and family crest. That done, all you have to do now is select your character's occupation.

Note: If you do not want to generate a character for this session, your character will either be automatically created by the program, or you can use all settings for the last character you generated.

Chat

As soon as you've entered the lobby, you can chat with the other players in the lobby. To do that, simply click into the entry field left from the Leave button or press the Enter key. Now you can enter your message using the keyboard and confirm it by pressing the Enter key. The message will appear in the chat window and can be read by all players. If you want to send a message to a specific player, select their family crest in the registered players list in the upper left section of the lobby first.

3) New occupations

3.1) Change of favour due to active occupation

Depending on your character's active occupation he can sink very low, but occasionally also obtain bonuses in his favour with various town officials. The change of favour is influenced by the occupation itself and the chamber the official belongs to. See the table below for an overview:

ACTIVE PROFESSION	TOWN SERVANTS	TOWN BAILIFFS	INFORMERS	TOWN COUNCIL	CHURCH AUTHORITY	STATE AUTHORITY
Alchemist	+ 5%	—	- 5%	—	- 12%	- 5%
Thief	- 3%	- 5%	- 3%	- 8%	- 8%	- 12%
Churchyard warden	- 3%	- 3%	- 3%	- 5%	- 10%	- 10%
Guardsmen	+ 5%	+ 10%	+ 5%	+ 5%	+ 5%	+ 5%
Money lender	+ 5%	+ 5%	+ 5%	—	- 10%	- 10%
Trader	+ 5%	- 5%	+ 5%	+ 5%	- 5%	- 5%
Perfumer	+ 5%	—	—	—	- 10%	- 5%
Priest	+ 3%	+ 3%	- 5%	- 8%	+ 10%	—
Robber	- 3%	- 5%	- 3%	- 8%	- 8%	- 12%
Smith	+ 5%	+ 5%	+ 5%	+ 5%	- 3%	—
Tailor	+ 5%	+ 5%	+ 5%	+ 5%	- 3%	—
Stonemason	+ 5%	+ 5%	+ 5%	+ 5%	- 2%	—
Joiner	+ 5%	+ 5%	+ 5%	+ 5%	- 3%	—
Landlord	+ 3%	+ 5%	+ 5%	—	- 2%	- 5%
Travelling entertainer	- 5%	- 5%	- 5%	- 8%	- 12%	- 12%

3.2) The churchyard warden



The churchyard warden practises the most sinister of all occupations: In addition to managing graves and vaults, he turns corpses into loyal helpers.

This occupation comprises not only managing the churchyard, but also creating helpers from corpses and producing various mysterious objects, for which he has to send out his creatures to search for certain raw materials, such as bones. The churchyard warden can also effect some measures which are no less mysterious.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Grave digger	Graveyard	-
2	Pall-bearer	Graveyard	-
3	Churchyard warden	Graveyard, God's acre	-
4	Embalmer	Graveyard, God's acre	-
5	Undertaker	Graveyard, God's acre, churchyard	-
6	Necromancer	Graveyard, God's acre, churchyard	+1 AP

Building levels



The graveyard

Employees: max. 3 gatherers / helpers
Storage slots: max. 3 for raw materials, max. 2 for products
Accessible locations: burying place, chapel
Further locations: none
Search for ingredients: bones, skulls
Intermediate product: ectoplasm
Finished products: bone bracelet, skull candle



God's acre

Employees: max. 4 gatherers / helpers
Storage slots: max. 5 for raw materials, max. 4 for products
Accessible locations: burying place, chapel
Further locations: the necromancer's tower
Search for ingredients: bones, skulls, shroud
Intermediate product: ectoplasm
Finished products: in addition: Sorcerer's Document I, powder of dark decline



The churchyard

Employees: max. 5 gatherers / helpers
Storage slots: max. 7 for raw materials, max. 6 for products
Accessible locations: burying place, chapel
Further locations: the necromancer's tower, crypt
Search for ingredients: bones, skulls, shroud
Intermediate product: ectoplasm
Finished products: in addition: Sorcerer's Document II, necromancer's robe

Locations



Burying place

Here you will find the last resting places of the dead, the chapel and, later, also the necromancer's tower and the crypt. If you send out your creatures to search for new ingredients, this is where they will come to look for them.



Chapel

The chapel is the churchyard workshop. It is always erected as soon as you build a graveyard, God's acre or churchyard.



Crypt

The crypt can be used to summon the dead in so-called séances.



The necromancer's tower

In the necromancer's tower, the churchyard warden can upgrade his creatures on the laboratory table and send them off into the fog of horror.

The helpers

The churchyard warden's helpers are undead creatures that he creates from the corpses of citizens laid to rest in his burying place. With every new creature, however, he could commit a new offence, for necromancy is often strictly forbidden (4.4) New Laws)..

Unlike scary nightmares, helpers are no blood-thirsty monsters haunting the living, but rather peaceable, almost trusting creatures, and loyally devoted to their creator. They don't get paid for their services, and they can't fall ill. However, they have a considerably lower life expectancy than humans and are wont to break things occasionally.

The helpers need to take a break at certain intervals to recover. A helper's work ethic and stamina is displayed by the horizontal indicator below the character's image – as opposed to the favour indicator of all the other characters in the game. If the indicator is green, the creature possesses a good work ethic, but if it shrinks to the red part, the helper will very soon interrupt his work and take a nap. If a creature is taking a break and you catch him doing it, you can chase him back to work with a more or less slight slap with the open hand (left-click on the sleeping helper). Note, however, that this will slightly affect your creature's health...

The raven

The churchyard warden possesses a trained raven to urge his creatures to work. He can position it in the chapel or in the burying place, where it will monitor the helpers working there. The raven lives in knarled trees – an improvement to the burying place.

Special measures

Create helper

With this option, the churchyard warden can create a new creature from a carcass.

Expenditure:	-
On building level:	all
Location - object:	burying field – stone circle

Improve helper

In order to improve the talents of one of his creatures, the churchyard warden can strap him on his experimental table in the necromancer's tower during an autumnal thunderstorm.

Expenditure:	-
On building level:	God's acre, churchyard
Location - object:	necromancer's tower – laboratory table

Rent / Reserve a grave

This is where the player can rent a family grave for a duration of 10 years – the churchyard owner can, of course, reserve a family grave for free.

Expenditure:	a certain amount of money
On building level:	all
Location - object:	burying place – layout plan

Taking care of the graves

In the course of time, the graves will become overgrown, unless the churchyard warden orders his creatures to take care of the graves. This is advisable, as an unkempt family grave will soon make his favour with the leaseholder sink to unknown depths ...

Expenditure:	-
On building level:	all
Location - object:	burying place – compost heap

Make someone age

In the ruins in the churchyard, the churchyard warden can put one of his creatures onto someone. If the creature manages to touch the victim, the latter will feel the breath of decline which will instantly make him age by several years.

Expenditure:	AP depending on the victim's official position
On building level:	churchyard
Location - object:	burying place - ruins

Have someone frightened

With this measure, the churchyard warden can have someone haunted by a ghost. For a while, that person will not be able to use lampoons, threats or sabotage against the player.

Expenditure:	AP (freely selectable) & one random product from the storeroom (as an offering for the ghost)
On building level:	all
Location - object:	burying place – impaled skulls

Speak with the dead

In the churchyard crypt, a player with a family grave on that churchyard where at least one relative of his is resting, can hold a séance (see seance).

Expenditure:	a money offering & part of your own "life energy"
On building level:	churchyard
Location - object:	crypt - pentagram

Send off fog of horror

This is maybe the nastiest of all measures you can take on the churchyard: The churchyard warden can send off a mysterious fog using the fog machine in the necromancer's tower, which will then shroud a selected building and infect the people within a certain radius with illnesses. That way, the churchyard will very soon get new clients...

Expenditure:	AP (freely selectable) for radius and intensity
On building level:	God's acre, churchyard
Location - object:	necromancer's tower – fog machine

Pact with Death

Here, the churchyard warden sends one of his creatures into town to sell the townspeople a pact with Death – the money for which will naturally find its way into the churchyard warden's pockets. This document is a kind of life insurance, except that, if death occurs, no money is paid out but the character can live on for up to five years.

Expenditure:	-
On building level:	God's acre, churchyard
Location - object:	burying place – angel statue

Séance

In the churchyard crypt a séance can be held, in the course of which a supplicant (the churchyard warden or a visitor) can talk with a diseased relative. For a séance supplicants must make an offering of money and part of their own life energy (health). If the called-up ghost is willing to, it may grant one of the player's following wishes:

Information about a competitor

The ghost supplies the player with evidence for an offence committed by a competitor.

Treasure map

With a treasure map the player can find either a chest with coins or one of the rare brews (see Brews).

Pact with the devil

This wish will grant the player a horrendous amount of money, which he will have to pay back within three years. If he doesn't succeed in doing so, disaster will befall his family.

3.3) The travelling entertainer



The head of the travelling entertainers has dominion over all those wishing to live freely and without worries. He can produce various mysterious goods and even have plays performed. The townsfolk mistrust the travelling entertainers, who are therefore not particularly popular...

At least at the beginning, the player controlling the travelling entertainer has a hard time making friends with anyone, but to make up for it, he has powerful options such as the blood feud or deference at his disposal.

#	MASTER GRADE	PERMITTED BUSINESSES	BONUS
1	Vagabond	Vagabonds' camp	-
2	Prestidigitator	Vagabonds' camp	-
3	Travelling entertainer	Vagabond's camp, travelling entertainers' camp	-
4	Showman	Vagabonds' camp, travelling entertainers' camp	-
5	Acrobat	Vagabonds' camp, travelling entertainers' camp,	-
5	Acrobat	showmen's camp	-
6	Illusionist	Vagabonds' camp, travelling entertainers' camp, show	-
6	Illusionist	men's camp	+1 AP

Building levels



The vagabonds' camp

Employees: max. 3 beggars / travelling entertainers
 Storage slots: max. 3 for raw materials, max. 2 for products
 Locations camp site, the elder's van
 Further locations: none
 Search for ingredients: hare, willow wood
 Intermediate product: leather
 Finished products: pipe, willow rod



The travelling entertainers' camp

Employees: max. 4 beggars / travelling entertainers
 Storage slots: max. 6 for raw materials, max. 4 for products
 Locations camp site, the elder's van
 Further locations: circus tent
 Search for ingredients: hare, willow wood, rowan berries
 Intermediate product: leather
 Finished products: in addition: pendulum to induce hypnosis, Sleeping



The showmen's camp

Employees: max. 5 beggars / travelling entertainers
 Storage slots: max. 8 for raw materials, max. 6 for products
 Locations camp site, the elder's van
 Further locations: circus tent, soothsayer's van
 Search for ingredients: hare, willow wood, rowan berries
 Intermediate product: leather
 Finished products: in addition: crystal ball, voodoo doll

Locations



Camp site

This is the travelling entertainers' camp. This is where you will find the vans, the dancing bear's cage, the tightrope, etc. A peculiarity of the travelling entertainers is that they produce their goods not in a workshop but at the camp site in between their vans.



The elder's van

This van is practically the private van of the player of the travelling entertainer. Here you have two options at your disposal: blood feud and deference.



Circus tent

This is where, for one thing, the player controlling the travelling entertainer can have stage plays performed, with which he can make a coin or two on the side. For another, the van contains a card table, which can be used to play the card game "Emperor Election".



Soothsayer's van

This van is the home of an eccentric old lady who can put public figures of the town under a curse for money.

Special measures

Go begging

The easiest way to earn money is with this occupation.
 This is where the player controlling the travelling entertainer can send his employees into town to go begging. They will receive money and/or goods.

Expenditure:	AP
On building level:	all
Location - object:	camp site – dancing bear's cage

Blood feud

The blood feud is the most powerful option of the travelling entertainer: With it, he can stir up several people's animosity against a single person to such an extent that this can occasionally lead to murderous family feuds...

Expenditure:	AP
On building level:	all
Location - object:	the elder's van – blood dagger

Deference

The travelling entertainer can use this option to slightly increase his favour with a certain person.

Expenditure:	AP
On building level:	all
Location - object:	the elder's van – the clan carpet

Have someone cursed

In the soothsayer's van the travelling entertainer can have a curse laid upon someone (See Curses).

Expenditure:	money & AP (as tribute to the ghosts)
On building level:	showmen's camp
Location - object:	soothsayer's van – table with tarot cards

Play cards

This table is used to play the popular card game "Emperor Election" (see Emperor Election).

Expenditure:	money (for the stake)
On building level:	travelling entertainers' camp, showmen's camp
Location - object:	circus tent – card table

Prepare play

This option enables the player controlling the travelling entertainer to have a stage play prepared in the circus tent and have it performed in the next round. The entrance fees will, of course, find their way into his pocket.

Depending on the improvements you have made in the circus tent, you can choose from up to ten plays out of three categories.

Expenditure:	2 to 4 AP (depending on the play)
On building level:	travelling entertainer's camp, showmen's camp
Location - object:	circus tent – stage

Emperor Election

Emperor Election is a variant of the card game "stud poker". If you decide to play a game of cards, you will be faced by two formidable opponents conversant with every trick of the game.

Rules

Haven't you ever toyed with the idea of what it would be like to be emperor? Well, with this card game you have the chance to be one...

1. The dealer is determined. He deals the cards and establishes the ante and the bet in every round.
2. When all the players have their bets down, the dealer deals each player three cards – two cards face down and one card face up.

3. This is followed by another round of betting. Then the dealer deals each player another card face up.
4. Another round of betting follows, and then every player can exchange one of his concealed cards.
5. Each player is dealt the fifth and last card face up. Those who do not fold now and make their bet reach the last round: the election.
6. The winning plan is used to determine which player has won the Emperor Election.

Winning plan



Ranking of the card suits = heart -> diamond -> spade -> club

If none of the players has one of the following winning combinations, the hand with the highest card wins

- | | | |
|-------------------|---|--|
| "One pair" | = | 2 cards of one rank of any combination of suits |
| "Two pair" | = | 2 groups of 2 cards of same rank |
| "Three of a kind" | = | 3 cards of the same rank of any combination of suits |
| "Straight" | = | 5 cards in sequence, beginning with any card, of any suits |
| "Court" | = | 2 of a kind and 1 pair |
| "King's alley" | = | any 5 cards of one suit |
| "Council" | = | 4 cards of one rank |
| "Emperor's alley" | = | straight of one suit |

Curses

With the measure to "have someone cursed", available in the soothsayer's van, you can choose from up to six curses to have called down on a competitor.

However, there are two drawbacks to this measure: For one thing, calling down curses is regulated by the "witchcraft" law – and therefore in some cases a punishable offence – and, for another thing, one year later the ghosts demand a tribute in the form of AP. If you're unable pay this tribute, you will fall victim to your own curse.

While the costs for a curse are fixed, the AP tribute to the ghosts is not. Therefore you never know exactly how many AP to keep ready – but the maximum is 8 AP.

Curse of lingering illness

The victim of this curse will contract an illness.

Pestilential smell

If you use this curse, your competitor will be afflicted by a putrid smell, which will set all officials of the same chamber against your victim.

Curse of betrayal

This curse will make an employee from one of your victim's businesses hand in his notice without apparent reason.

Curse of reversal

This curse will cause your victim's best talent value to be exchanged with his worst talent value.

Misfortune

If you have this curse called down on a competitor, he will get no AP at the beginning of a round for two years.

Crick in the back

The crick in the back will cause all your victim's businesses to lose 10 % of their productivity for one round.

3.4) The tailor



The tailor is one of the most important tradespeople of the town – he is the one who clothes people. In addition to clothes, however, he can also manufacture leather armour and magnificent sashes.

A tailor stays in close contact with his customers. He can have a lively conversation with them over a glass of wine and that way find out about one or the other of his competitors' crimes.

#	MASTER'S GRADE	PERMITTED BUSINESSES	BONUS
1	Weaver	Sewing-room	-
2	Seamster	Sewing-room	-
3	Tailor	Sewing-room, tailor's workshop	-
4	Dressmaker	Sewing-room, tailor's workshop	-
5	Robe maker	Sewing-room, tailor's workshop, robe-maker's workshop -	
6	Bespoke tailor	Sewing-room, tailor's workshop, robe-maker's workshop +1 AP	

Building levels



The sewing-room

Employees: max. 3 apprentice tailors / journeyman tailors
Storage slots: max. 3 for raw materials, max. 2 for products
Accessible location: parlour
Further locations: none
Search for ingredients: flax
Intermediate product: fabric
Finished products: warm socks, woollen cloak



The tailor's workshop

Employees: max. 4 apprentice tailors / journeyman tailors
Storage slots: max. 6 for raw materials, max. 4 for products
Accessible location: parlour
Further locations: none
Search for ingredients: flax, vegetable dye
Intermediate product: fabric
Finished products: additionally: leather doublet, tunic



The robe maker's workshop

Employees: max. 5 apprentice tailors / journeyman tailors
Storage slots: max. 8 for raw materials, max. 6 for products
Accessible location: parlour
Further locations: none
Search for ingredients: flax, vegetable dye
Intermediate product: fabric
Finished products: in addition: sash threaded with gold, magic hat

Locations



Parlour

This is where the tailor's employees ply their trade. In addition to that, the parlour has a cosy seating corner where the master tailor can invite his customers to have a little chat.

Special measures

Have a chat

This option enables the master tailor to invite a public figure of the town for a friendly conversation. This won't help raise the tailor's standing, but by loosening the guest's tongue with a glass of wine, he will be able to get at valuable evidence that his competitors have committed offences...

Expenditure:	2 AP
On building level:	all
Location - object:	parlour – seating corner

4) Titles, offices, privileges and laws

4.1) New titles

Male title	Female title	Total wealth
Serf	Serf	-
Gentleman	Lady	5,000 coins
Citizen	Citizen	10,000 coins
Patrician	Patrician	20,000 coins
Nobleman	Noblewoman	50,000 coins
Baron	Baroness	100,000 coins
Count	Countess	200,000 coins
Duke	Duchess	250,000 coins
Prince	Princess	500,000 coins
Prince of the Empire	Princess of the Empire	1,000,000 coins

The ADDON for EUROPA 1400 – THE GUILD introduces three new titles: duke, prince and prince of the empire. The emperor will bestow one of these titles to the player as soon as the player has obtained a certain total wealth. For an overview of all titles and the total wealth required to attain each title, see below:

Duke

As soon as you possess a total wealth of 250,000 coins, the emperor will bestow the title of a duke on you. Provided you fulfill the further requirements, the title of a duke enables you to become a candidate for a position in the empire authority.

Privileges:

Faster restoration (20%)

Prince

Players who own at least 500,000 coins will be raised to a prince.

Privileges:

Faster restoration (40%)

Prince of the Empire

Those who manage to amass a total wealth of 1,000,000 coins will be elevated to the highest title a commoner can hope to obtain: Prince of the Empire.

Privileges:

Faster restoration (60%)

4.2) New seats of office – the empire authority



The empire authority is the seventh chamber. It is completely detached from the first six chambers, which are only responsible for the town government. With the empire authority, however, you can rise to the post of a councillor of the Emperor and even become the Pope's confidant.

Every four years, the Emperor and the Pope decide to find a new person to fill the posts of the Chancellor of the Empire, the Marshal of the Empire and the Grey Eminence. For each position, up to four people are put on the short list.

STAGE	SUBDIVISION		TERM OF OFFICE	PLAYER
12	Emperor	Pope	For life	impossible
11	Chancellor of the Empire		4 years	possible
10	Marshal of the Empire	Grey Eminence	4 years	possible

The Emperor

The Emperor is the highest office bearer and dignitary of the empire. No man of common origin can hold this office – and women are barred from it in general. Every four years the Emperor appoints his highest ministers, the Chancellor of the Empire and the Marshal of the Empire.

Privileges:

Sole appointment of the Chancellor of the Empire and the Marshal of the Empire

Others: not known...

The Pope

The Pope is the uncontested spiritual head of Christendom. Even princes and kings must bow to him, if they do not want to forfeit his backing. The Emperor alone possesses the power and influence to compare with him. Every four years the Pope appoints his closest confidant, the Grey Eminence.

Privileges:

Sole appointment of the Grey Eminence

Others: not known...

The Chancellor of the Empire

The highest position a man or a woman of common origin can hope to obtain is the office of the Chancellor of the Empire. Only someone who once held the office of a "sovereign" and bears at least the title of a "duke" is eligible for this position.

Privileges:

1. Office income
2. Supreme office management
3. Curry favours
4. More successful bribery
5. Master of deception
6. Immunity

The Marshal of the Empire

In times of peace, the Marshal of the Empire is the highest military leader of the Empire, while in times of war he only acts in an advisory capacity to the Emperor. Only someone who has at least the rank of a "duke" and has at one time held the office of the "mayor" is eligible for this office.

Privileges:

1. Office income
2. Give instructions to the town council
3. Highest military leader
4. Immunity

The Grey Eminence

The Grey Eminence comes right after the Pope, even before the cardinals. Only someone who has at least the rank of a "duke" and has at one time held the position of a "bishop" is eligible for the office of the Grey Eminence.

Privileges:

1. Office income
2. Instruct the church authority
3. Master of rhetoric
4. Immunity

4.3) New privileges

It goes without saying that the new titles and offices entail new privileges. There is one privilege, however, that can be used by every office bearer: to resign office.

Resign office

With this privilege, every official outside of the empire authority can vacate his seat of office.

Holder:	every official
Privilege:	active
Expenditure:	-

Curry favours

The Chancellor of the Empire can use this privilege once per round to curry 25 % favours from a certain official outside of the empire authority. By doing this, however, he will lose 5 % esteem with all the other officials of the "victim's" chamber.

Holder:	Chancellor of the Empire
Privilege:	active
Expenditure:	-

More successful bribery

As long as a character holds the office of the Chancellor of the Empire, his attempts at bribery will be more successful by about 50 % at the same cost.

Holder:	Chancellor of the Empire
Privilege:	passive
Expenditure:	-

Instruct church authority

This privilege enables the Grey Eminence to use the office privileges of a member of the church authority for 1 year. However, this will work only if the Grey Eminence does not use blackmail in this round.

Holder:	Grey Eminence
Privilege:	active
Expenditure:	8 AP

Master of rhetoric

In his function as a Grey Eminence, a character will receive a bonus of up to 3 stars for his "rhetoric" talent.

Holder:	Grey Eminence
Privilege:	passive
Expenditure:	-

Master of deception

Someone holding the office of the Chancellor of the Empire will become a master of deception – but only for the term of his office. The character will receive a bonus of up to 3 stars for the talent "stealth".

Holder:	Chancellor of the Empire
Privilege:	passive
Expenditure:	-

Supreme office management

This privilege will enable the Chancellor of the Empire to dismiss any official outside of the empire authority once per round.

Holder:	Chancellor of the Empire
Privilege:	active
Expenditure:	8 AP

Highest military leader

In his function as a Marshal of the Empire, a character will receive a bonus of up to 3 stars for his "combat" talent.

Holder:	Marshal of the Empire
Privilege:	passive
Expenditure:	-

Faster restoration

With this privilege, the renovation of buildings will take up less time.

Holder:	duke	-> building restoration shortened by 20 %
		prince -> building restoration shortened by 40 %
		prince of the empire -> building restoration shortened by 60 %
Privilege:		passive
Expenditure:		-

Instruct town council

With this privilege, the Marshal of the Empire can use the office privileges of a member of the town council for 1 year. However, this will work only if the Marshal of the Empire does not use blackmail in this round.

Holder:	Marshal of the Empire
Privilege:	active
Expenditure:	8 AP

4.4) New laws

The ADDON for EUROPA 1400 – THE GUILD includes three new laws. Two of them are assigned to the sovereign and one to the archbishop.

Use of cannon tower (constitutional law)

This law regulates whether or not the owner of a castle or a magnificent palace may fire off his cannon over the town with impunity.

Legislator: sovereign

Necromancy (criminal law)

Disturbing the peace of the dead is one of the worst offences in Christendom, for this will condemn the poor soul to eternal agony in purgatory. A hard punishment awaits also those who apply the "breath of decline"...

Legislator: archbishop

Witchcraft (criminal law)

There's many a witch hiding among the travelling entertainers, doing all sorts of evil against good Christians with her curses. Now this law regulates whether the person who ordered the curse will be taken to court or get away with it. The law also covers the use of a voodoo doll.

Legislator: sovereign

5) Dwellings and statues – splendour and glory

A citizen who has obtained great wealth can have a magnificent dwelling and a statue erected. These do not only increase his standing, but can make other measure available as well.

5.1) The dwelling

Independent of your character's title and in addition to your residence, you can have a dwelling built in the town. In this dwelling, you can not only make useful improvements but, depending on the building level, also build in up to three new rooms. Dwellings cost a horrendous amount of money, but then, they also provide options to recoup expenses and more.

Building levels



The country seat

The country seat is a dwelling befitting a wealthy merchant. It symbolises wealth and power and makes its owner stand out from the middle classes.

Accessible location: alchemist's chamber

Other locations: none



The castle

Those who fear a rival's attempt on their lives abide entrenched behind several cubits thick castle walls of massive stones. Should anyone ever be so foolhardy as to attack the castle, they can be sure that their impudence will be properly answered with a few well-placed shots from the cannon high up in the tower.

Locations: alchemist's chamber

Other locations: cannon tower



The magnificent palace

The biggest and most expensive dwelling perfectly combines the advantages of the two lesser dwellings: the magnificence of the country seat and the protection provided by a castle.

Accessible location: alchemist's chamber

Other locations: cannon tower, secret cabinet

Locations



Alchemist's chamber

In this room you can employ your personal alchemist, who can concoct effective brews for you.



Secret cabinet

In the secret cabinet, an assassin awaits your instructions. You can employ him for a poison attack or to keep enemy spies away. Choose wisely which task you want to assign him, for he can only execute one assignment at a time.



Cannon tower

This location contains a powerful cannon that you can use to fire at your rivals' buildings.

Special measures

The various rooms of your dwelling enable you to take special measures. Note: For each measure you want to use in the secret cabinet, the stealth talent will be examined. The user's talent rating is compared with that of the victim(s). If the talent rating of the victim(s) is higher than that of the user, the success of the measure becomes less likely.

Falsify evidence

This option allows you to falsify evidence against one of your rivals. These are recognised by all spies put onto the victim, and entered into their clients' evidence book.

The settings for the seriousness of the falsification are: minor, medium and severe.

Expenditure:	AP & money
Location - object:	secret cabinet – shield & swords

Have someone poisoned

If you set your assassin on a victim with poison, the victim will suffer from an illness, the seriousness of which will depend on how strong the poison is.

The poison settings are: light, strong and very strong.

Expenditure:	AP
Location - object:	secret cabinet – writing desk

Shoot with cannon

With the cannon in your cannon tower you can shoot at practically any building in the town. That way, you can, for instance, seriously damage or even destroy a rival's forgery. The settings for the cannon are: calibre (projectile type) and powder charge (the propellant).

Expenditure:	AP & money
Location - object:	cannon tower - cannon

Slow paralysis

If you choose this option, your assassin will injure a victim with a dagger coated with a paralysing poison. This will halve the victim's talent ratings for 2 years.

Expenditure:	16 AP & money
Location - object:	secret cabinet – side table

Eliminate spies

With this option you can instruct your assassin to ward off enemy spies.

The settings for this kind of surveillance are: careless, intense and thorough.

Expenditure:	money
Location - object:	secret cabinet – town map

The personal alchemist

Once you have built a dwelling, you can take on an eccentric scholar using the contract from the alchemist's chamber.

He will demand an enormous salary, is awfully hard to please and wont to fly into the occasional fit of rage with dire consequences. In his favour it must be said that he can concoct wondrously effective potions for you...

Talents

As distinguished from the talents of all other characters in the game, the personal alchemist possesses four special talents all of his own, which are essential for his work.

As with the other talents, six stars are the highest rating.

You can instruct your alchemist to improve on one of his talents. This won't cost you any extra AP, but in the meantime your alchemist won't be available for other activities.

Creativity

This talent shows how long it will take the alchemist to learn a new formula.

Production

The "production" talent defines the time it takes the alchemist to prepare a formulation.

Knowledge

The alchemist can learn one formula per complete star in the "knowledge" talent.

Good sense

The higher the alchemist's "good sense" value, the easier he will be to please and the less he irascible will be. This talent can't be improved.

Formulas

You can look up all formulas your alchemist knows in the formula book in the alchemist's chamber of your dwelling.

The alchemist needs a formula for every potion he prepares. If you employ a new alchemist, he will bring one formula with him; all other formulas you want him to prepare will have to be learnt by him first.

How quickly the alchemist can learn a new formula depends on his "creativity" talent. However, you can't instruct your alchemist which formulas to learn – this is a decision he reserves for himself.

The maximum number of formulas the alchemist can master equals the number of whole stars in his "knowledge" talent.

Even if your alchemist has learned a formula, he will possess only a certain basic knowledge of how to prepare it properly. This value and his "production" talent influence the time needed for preparing the potion. You can instruct your alchemist to improve his knowledge in a formula in order to reduce the production time.

You can find the various potions under **Brews**

5.2) Statues

If you put up a statue for yourself or your dynasty, you will improve your favour with certain persons in the town, depending on the size of the statue.



Small statue

The small statue will counteract the loss in standing with persons of a different denomination, such as, for instance, people of catholic faith, who will lose favour with all citizens of cathartic faith.



Medium statue

In addition to the effects of the small statue, this statue will offset the loss (but not the bonus) in favour as a result of the current occupation.

(See also 3.1) Change of favour due to active occupation)



Large statue

The large statue combines the effects of the two smaller statues and, in addition, will bring the player a bonus in his favour with all persons of the empire authority, including the Emperor and the Pope.

6) New goods

The three new occupations add a total of 9 raw materials, 3 intermediate products and 18 finished products to the existing range of goods. The following list also includes the 15 brews which can be concocted in the alchemist's chamber of the dwelling.

The marketsquare has been extended by a sixth stall: Mystical Paraphernalia and Wizardry. This is where the churchyard warden's and travelling entertainer's goods will be sold.

6.1) Raw material



Flax

Tailors use this raw material taken from certain plants to strengthen their fabric.

Manufacturer:

Tailor (search for ingredients)



Hare

Lollops around and is caught by travelling entertainers if it doesn't watch out...

Manufacturer:

Travelling entertainer (search for ingredients)



Bones

The bones of people long deceased...

Manufacturer:

Churchyard warden (search for ingredients)



Shroud

The last shroud of a deceased – he won't need it anymore anyway...

Manufacturer:

Churchyard warden (search for ingredients)



Vegetable dye

This dye is used to colour fabric.

Manufacturer:

Tailor (search for ingredients)



Skull

Skulls of people long deceased...

Manufacturer:

Churchyard warden (search for bones)



Rowan berry

Extremely poisonous for humans, but travelling entertainers need them for various occult objects.

Manufacturer:

travelling entertainer (search for ingredients)



Willow wood

A low-stability, but easy-to-process type of wood.

Manufacturer:

travelling entertainer (search for ingredients)



Wool

Basic material for fabric.

Manufacturer:

marketplace (imported goods)

6.2) Intermediate products



Ectoplasm

Churchyard wardens use this substance as a sort of glue for dark ghosts and thoughts, which are vital for some of their products.

Manufacturer: graveyard, God's acre, churchyard
Raw materials needed: 1 bone, 1 skull



Leather

To receive leather, skin a hare and tan the fell from both sides.

Manufacturer: vagabonds' camp, travelling entertainers' camp, showmen's camp
Raw materials needed: 1 hare, 1 x willow wood



Fabric

In a second step, fabric is made into robes.

Manufacturer: sewing room, tailor's workshop, robe-maker's workshop
Raw materials needed: 1 x flax, 1 x wool

6.3) Finished products



Sleeping Beauty spindle

The victim of this devious object will simply fall asleep during the next election and thus lose 20 % of his favour with the nominators for the duration of the election.

Manufacturer: travelling entertainers' camp, showmen's camp
Raw materials needed: 2 rowan berries, 2 x iron, 1 fitting



Pipe

For the duration of one round, a pipe will increase the "negotiation" and "rhetoric" talents by one star each, but at the same time reduce the "stealth" and "combat" fights by one star each.

Manufacturer: vagabonds' camp, travelling entertainers' camp, showmen's camp
Raw materials needed: 2 x willow wood



Sash threaded with gold

This magnificent sash will increase the bearer's favour within the empire authority by 10%, in all other chambers by 5% for a duration of 3 years.

Manufacturer: Robe-maker's workshop
Raw materials needed: 2 x vegetable dye, 1 x fabric, 2 x gold, 2 x leather



Sorcerer's Document I

This document will create evidence for a crime for all spies that have been put onto the victim.

Manufacturer: God's acre, churchyard
Raw materials required: 1 bone, 1 x ectoplasm, 1 shroud



Sorcerer's Document II

Like Sorcerer's Document I, except that it creates two pieces of evidence.

Manufacturer: churchyard
Raw materials needed: 1 x ectoplasm, 2 shrouds, 1 precious stone, 1 x polish



Pendulum to induce hypnosis

A pendulum to induce hypnosis can be used to buy goods from a business' locked storage slot to put into one's inventory bag within 90 minutes.

Manufacturer: travelling entertainers' camp, showmen's camp
Raw material needed: 1 x leather, 2 x iron, 1 fitting



Bone bracelet

This bracelet can be given to a person of the same sex to raise one's favour with them by up to 10%. The higher the position of the recipient, however, the lower the increase in that person's favour...

Manufacturer: graveyard, God's acre, churchyard
Raw material required: 2 x bones



Crystal ball

A crystal ball prevents negative random messages for the user for 4 years.

Manufacturer: showmen's camp
Raw materials needed: 2 hares, 2 x iron, 1 precious stone, 1 x fabric



Leather doublet

If someone wearing a leather doublet is attacked by a gang of thugs, his AP will only be reduced by half the amount for a duration of 5 years.

Manufacturer: tailor's workshop, robe-maker's workshop
Raw materials needed: 1 x flax, 1 x wool, 1 x leather



Necromancer's robe

A defendant wearing this robe at court will gain 10% favour with the judge and the two assessors for the duration of the trial. In addition, it will reduce the degree of severity of a verdict. After the trial, however, the favour of the user with each of these three persons and the prosecutor will sink by 10% below the initial level.

Manufacturer: churchyard
Raw material needed: 2 x ectoplasm, 2 shrouds, 2 precious stones, 2 x gold



Powder of dark decline

The victim of this sinister powder loses 35% of his "combat" talent for 2 years.

Manufacturer: God's acre, churchyard
Raw materials required: 2 skulls, 2 x ectoplasm, 1 x polish



Skull candle

If this candle is lit, 50% of all crimes committed in 2 years will not be recognised by spies.

Manufacturer: graveyard, God's acre, churchyard
Raw materials needed: 1 skull, 1 x ectoplasm



Voodoo doll

The voodoo doll is effective for one round. In this time, the victim will suffer intense pain up to four times, so that he will lose 1 to 2 AP each time.

Manufacturer: showmen's camp
Raw material needed: 3 rowan berries, 1 x leather, 2 precious stones, 1 x fabric



Tunic

A tunic will protect the bearer from 25% of the damage done in a duel for 6 years.

Manufacturer: tailor's workshop, robe-maker's workshop
Raw material needed: 2 x fabric, 2 x vegetable dye, 1 x silver



Warm socks

An employer who equips his employees with warm socks in winter will achieve a yield of herbs and ingredients that is just as high as in warmer seasons.

Manufacturer: sewing-room, tailor's workshop, robe-maker's workshop
Raw materials needed: 1 x flax, 1 x wool



Willow rod

A willow rod can increase the productivity of all employees of a business by 10% for the duration of one year.

Manufacturer: vagabonds' camp, travelling entertainers' camp, showmen's camp
Raw material required: 1 x willow wood, 1 x leather



Woolen cloak

A woolen cloak will to some extent of certainty protect its wearer from illnesses for 2 years.

Manufacturer: *sewing-room, tailor's workshop, robe-maker's workshop*
Raw material needed: *1 x wool, 1 x fabric*



Magic hat

For 3 years, there is a certain amount of probability that a miracle will happen to the wearer of this strange hat...

Manufacturer: *robe-maker's workshop*
Raw material needed: *3 x fabric, 3 x vegetable dye, 2 precious stones, 2 x gold*

6.4) Brews

Brews are concocted in the alchemist's chamber of the dwelling. They can be neither bought nor sold in the marketplace.



Poison of anxiety

The pitiful victims of this poison will suffer from terrible states of panic and paranoia. This is why they will voluntarily go to the safety of the prison until the end of that round...

Raw material needed: *5 x slate, 5 oakwood boards, 4 x paint*



Antidote

This potion protects its user for one round from the effects of the following poisons and brews: skullfire, strong beer, "poison" and "paralyse" have only 50% of their effect, paralyzing poison and dream poison will completely lose any effect, and the probability of toad slime and poison of anxiety will be reduced to 25%. The antidote can also be taken if one of the above poisons and brews is already taking effect.

Raw material needed: *4 x slate, 4 x polish, 4 x paint*



Fume of berserk rage

The infuriated victim of this vapour will storm into a certain business and instigate a fierce fight with its the employees. This will not only leave bad injuries in its wake, but also a fairly incensed rival...

Raw material needed: *2 x musk, 2 oakwood boards, 2 x polish*



Fume of decay

This mordant brew can be applied to make 10 to 30 % of the raw materials of a selected business unusable.

Raw material needed: *3 x ectoplasm, 3 x slate, 2 x paint*



Fume of forgetfulness

Any victim of the fume of forgetfulness will lose half a star in a random talent for good.

Raw material needed: *2 x ectoplasm, 2 x slate, 1 x ethanol*



Fragrance of blind jealousy

Any victim of this fragrance will have a fight with two random officials and therefore lose health and standing. Why? Well, there's always a reason to be jealous...

Raw material needed: *3 x musk, 3 x ethanol, 3 oakwood boards*



Fragrance of manipulation

The wearer of this fragrance will for two rounds be immune against gangs of thugs and saboteurs his rivals have put on to him. Thugs will turn against their clients, while saboteurs disappear, never to be seen again.

Raw material needed: *3 x musk, 2 x ectoplasm, 2 precious stones*



Fragrance of complaisance

The user will receive a favour bonus of 20% with all members of the chamber for the next election in his chamber or the next official vote.

Raw material needed: 3 x musk, 3 x ethanol, 2 x paint



Paralysing poison

The victim of this poison will instantly lose 8 AP.

Raw material required: 3 x musk, 3 x ethanol, 2 x ectoplasm



Magical ink

Lampoons, tirades of hatred, letters from Rome, poems and Sorcerer's Documents I & II, written with magical ink, will have the double effect for a duration of 2 rounds.

Raw material required: 4 x polish, 4 x paint, 3 precious stones



Sleeping draught

The sleeping draught will make the user go to bed earlier, which will cost him 3 AP. In exchange though, he will get an additional 6 AP on the following day.

Raw material needed: 4 x ethanol, 3 oakwood boards, 2 x polish



Dream poison

Any victim of this poison will sleep so badly that he will lose 3 AP at the beginning of the following round.

Raw material needed: 2 x ectoplasm, 2 x slate, 1 precious stone



Draught of zest

This draught helps increase a business' productivity by 25% for 1 year.

Raw material required: 2 x slate, 2 oakwood boards, 2 x polish



Draught of the 7th sense

Anyone imbibing this powerful draught will have to pay only half the price for indulgences due on his offences against the law for 1 year.

Raw material needed: 4 x ectoplasm, 4 x ethanol, 3 precious stones



Weapon poison

This poison is used for military operations. It increases the weapon damage suffered by all units of this operation by 25% for 1 year.

Raw material needed: 2 x ethanol, 1 x ectoplasm, 1 precious stone

7) The new town - Nuremberg, the Emperor's town

The free imperial town of Nuremberg is probably the largest and most powerful town on German soil. Even our king speaks of it as the "noblest and best-sited town of the empire". Moreover, the "Golden Bull" of 1356 states that, after their election in Frankfurt and their coronation in Aachen, every newly elected king of the Holy Roman Empire of the German Nation is to hold his first court day at Nuremberg.

It is now 24 summers ago that Charles IV once more confirmed the privileges and rights of our fair town: It was for all time to be relieved from all transit tolls charged by the burgrave and by the counts of Hohenlohe and Wertheim. Moreover, the town was to be granted the right to erect its own ring wall to protect itself from dangers from without – and, our burgrave's castle as a result being located outside of the wall, he was then and there to be compensated with 5,000 gleaming coins...

At the time of the Holy Roman Empire of the German Nation, Nuremberg was the uncontested town of the Emperor. It was the site of the imperial palace, where most of the Reichstage (Imperial Diets) were held. And even though the supreme Imperial Chamber of Justice sat in many German towns over the centuries, it was here that it convened most frequently.

But even if it hadn't been for the Emperor, Nuremberg would probably have been the biggest and most powerful of all German towns. Even before the 14th century, the imperial town possessed the right for self-administration and had to answer only the Emperor and the Imperial Council. From the 14th century, the town had grown into a republic, whose sphere of influence included large areas of the surrounding country. This was why the nobility not only eyed the city with envy but quite frequently considered taking up a feud to remind the citizens to whom God had given the right to rule the rabble...

In the era of the great feuds it was Nuremberg that came out on top with the reform of its army and a cunning ring of defence around the town. Even though the banners of enemy armies managed several times to get rather close to the town, they never managed to actually advance into it.

8) Credits

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Complete product title

- Exact error message reported (if any)
- A brief description of the problem
- Your computer's processor type and speed (Pentium III 700 Mhz)
- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, Nvidia)
- Speed of your CD-ROM or DVD-ROM (16x, 4x, etc.)
- Operating System (Windows 98, 2000, etc.)

CONTACT US OVER THE INTERNET:

If, after reviewing all the known issues in the Read Me file, you are still having difficulties, please visit our online technical support page at www.aspyr.com/support. If your problem is not currently listed, then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and fill out the detailed support form located at www.aspyr.com/contact. This form will then be sent to Aspyr Media Technical Support.

CONTACT US BY PHONE:

You can also contact us by phone by calling (512) 708-8100. Contact a Technical Support Representative at the number provided, between the hours of 10:00 AM and 6:00 PM (Central Standard Time), Monday through Friday, except holidays. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

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